

THE ULTIMATE

RPG

ARCHIVES

12 Award-Winning Role-Playing Games



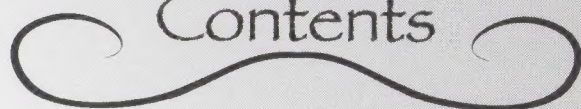
Instruction Manuals

Interplay[™]

BY GAMERS. FOR GAMERS.™



Contents



Stonekeep™	1
The Bard's Tale™	15
The Bard's Tale II™	49
The Bard's Tale III™	93
The Bard's Tale Construction Set™	127
Ultima Underworld I & II™	163
Dragon Wars™	201
Wasteland™	273
Might & Magic World of Xeen™	329
Wizards Gold™	387
Credits	489
Warranty	503



The logo is presented on a rectangular piece of parchment with irregular, torn edges. The parchment is light gray and is held by two dark gray vertical strips on the left and right sides, which appear to be part of a binding or scroll mechanism. The word "stonekeep" is written in a dark, serif font, with a trademark symbol (TM) at the end.

stonekeep™

Contents

Introduction	4
Game Mechanics	5
Journal	6
Magick	7
Keyboard & Cursors	9
Character	11
Options	12
Getting Started	13

Introduction

Of all the tales and legends, there stands one above all – The Legend of Stonekeep, mightiest of the human citadels and home to the hero Drake. For it was Drake who defeated the Shadowking and raised Stonekeep back from the depths of the earth itself. Unless you help, this happy ending may not come to pass. Stonekeep is the second part of this legend. Thera's Awakening, the novella included in this package, is the first part and you should read it for background. Reading Thera's Awakening is not necessary to help Drake in his quest, but Stonekeep will be more enjoyable if you do.

Thank you for purchasing Stonekeep! It's been a long road and we hope that you enjoy playing it as much as we enjoyed bringing it to you.

Team Stonekeep & Interplay Productions

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Game Mechanics

Play Stonekeep using the mouse and the keyboard.



Turn left



Step forward



Turn right



Step back

Movement

Walking through Stonekeep is controlled by the arrow keys as shown above. Unlocked doors open when you move into them. Locked doors open other ways. Climb stairs and ladders by walking into them.

Your mouse controls the cursor. The cursor icon changes to show you what action you can take with your hands. The left and right mouse buttons represent your left and right hands. This is important when you equip an items in each hand, and may affect other actions as well.

Inventory

You can pick up items you find by moving the cursor until it turns into a grab hand over the item. When you left click once, the cursor changes into the active item. You can throw an active item by moving it towards the top of the screen and clicking a mouse button. The higher up the item when you click, the harder Drake throws the item. Low to the ground, Drake will place the active item on the floor instead.

Drake has a Magick Scroll that holds your inventory items. To open the scroll, move the mouse cursor to the right side of the screen. When the cursor changes to a scroll, click once with either button to reveal your inventory. Place the item on the scroll and click again to add it to your inventory. You can stack identical items on top of each other if you want. The number of items in that pile will appear next to the cursor when you do so.

You can remove items from the scroll by using the grab hand. As you add more items to the inventory scroll, it changes length to accommodate the new items. At some point, you will need to scroll the scroll to see all the items. To move to the top or bottom of your inventory, use the top or bottom of the scroll. The inventory will scroll as long as you hold the mouse button down or until you run out of items. The right mouse button scrolls faster than the left mouse button.

When you grab items, the right mouse button will automatically add the active item to your inventory. It will try to add the item to an appropriate container (like an arrow to a quiver, or a rock to a bag of rocks); if it cannot do that, it will search for identical items, and if that fails, it will drop the new item at the top of your inventory. The left mouse button will just open your inventory for you. The middle mouse button (or the left and right buttons at the same time) will make the item active.

Mystic Mirror

The mystic mirror allows you to see Drake and his party of adventuring friends. Use the mirror to equip and wield items, like armor and weapons, or to use items on your characters, such as heal roots and scrolls. To toggle the mirror display, move the cursor to the upper right side of the screen. When the cursor changes to a mirror, click once. Open the mirror by clicking on the Direction Gem. The mirror will also open when you open the inventory scroll.

Move an active item to the character portrait in the mirror and click once to equip or use the item. If the item needs to be placed into a character's hand, like a sword, move the cursor over the desired hand and click.

The small bars under your characters are their vitality meters. Click on the meter to show the number of Vitality points remaining. When Vitality reaches 0, then that character is unconscious. If Drake loses all his Vitality, the game is over!

Journal

Finding the journal quickly is essential. It records useful information along your journey through Stonekeep. When you have the journal, open it by clicking on the upper left edge of your screen (when the cursor changes to a little journal). Close the Journal by clicking outside it's pages. The Journal is divided into six sections.

Character Information

The first section shows your character's statistics and skills. Refer to these pages to track your character's improvement and to check his status. When others join your party, information about them will be recorded here as well. The combat page shows what armor and weapons you have equipped. It also shows how much damage your armor absorbs when you are hit and it shows how accurate your weapon is and the average damage it delivers.

Notes

If you ever need to record information about your game, use this section. The quill cursor shows where you can write – click to start typing and press when you are done typing.

Runes

This is where Drake records any runes he finds and where spells are prepared. You can write your own notes next to the runes. (*Refer to **Magick** for more information.*)

Clues

Many important clues are automatically recorded here for you. Refer here when you need help.

Items

When you find a new item, a record of the item is added to this section. You can write your own notes here as well.

Maps

Everywhere you step will be recorded in this section. Use the quill to write notes in squares you have visited. A red mark on the map will show the location of a note. Click on the mark to see the note. Click on the number next to the note to jump back to the map. Erase all the text of a note to remove the red mark from the map. Use the “TAB” or “6” key to bring up the current map.

Magick

The world of Stonekeep is filled with magick, but you must find the necessary items before you can use magick to cast spells. There are two basic items you need: runecasters and runes. You must also have the journal. Runecasters are magick staves and runes are written symbols of spells. You will find runes on scrolls as you explore. When you read a scroll with a new rune, that rune is automatically recorded in your journal. You can record notes and observations next to the rune in the journal.

Runes must be inscribed onto a runecaster before you can cast spells. With a runecaster equipped in either hand, open the journal to the runes section and click on the rune you wish to inscribe. You will need to click with the right mouse button for the right hand or the left mouse button for the left hand.

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Move the cursor to one of the blank slots on the runecaster and click again to write the rune.

There is a limited number of slots; the number varies and depends on the quality of the runecaster. If you want to replace an old rune with a new rune, simply write the new rune over the old.

There are different types of runes: Mannish, Throggish, Faerie, and Meta runes. The first three are called basic runes, however, Meta runes can modify basic runes. Meta runes must be written on top of basic runes, but they will not erase the basic rune.

To cast a spell, click with the appropriate mouse button and then select the proper spell by clicking on it. A final click may be necessary if the spell requires a target. The runecaster will remember the last spell you cast, so if you wish to cast the same spell, you will not need to select it again.

Spells require a power, called mana. When you cast a spell, the mana to power the spell comes from the runecaster. Spells use different amounts of mana: the more powerful the spell, the more mana it costs. Runecasters can only hold a limited amount of mana. When you use all the mana, you will need to find a magick source to recharge your runecaster.

Shortcuts



Step Forward



Turn Left



Turn Right



Step Back

Journal



First page



Notes (*most recent*)



Runes (*first page*)



Clues (*most recent*)



Items (*most recent*)



Map (*current map*)



First page, current selection



Last page, current selection



Page back in Journal



Page forward in Journal

Game controls



Save Game



Subtitling (*On/Off*)



Load Game



Lower Music Volume



Raise Music Volume



Lower Sound Volume



Raise Sound Volume



Brightness control



Mouse sensitivity



Options Screen/Cancel



Game Options Screen



Inventory scroll



Mystic mirror



Journal

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Voices (*On/Off*)

Quit

Pause (*speech*)

Cancel

Inventory

Top of inventory



Bottom of inventory



Up five items



Down five items

Cursors

Write



Attack



Grab



Inspect



Turn Page

Character

At the beginning of Stonekeep, Drake is capable but not very experienced. As progress is made through gameplay, and skills practiced, Drake will improve his abilities. It's important to improve your characters!

Statistics

Strength, Agility and Health are statistics that define your characters. There are no intelligence or perception statistics. You'll have to provide those yourself!

Strength is raw might. It adds to the damage you do in combat and other physical tasks you may have to perform. Strength improves by using heavy weapons.

Agility measures quickness and dexterity. With skills and other factors, it determines how accurate you are in combat. It also reduces your chance of being hit. Use lighter weapons to increase Agility.

As Health improves, the more likely you can shrug off the effects of poison or bad magick. It also determines your Vitality. When your Health increases, your Vitality also increases. Health increases when Strength and Agility do.

There are also Skills, which represent specialized training. Skills also improve by use.

Archery, Axe, Brawl, Dagger, Hammer, Polearm, and Sword are all combat skills. Each weapon you use falls under a particular combat skill. Combat skill is used to determine your weapon accuracy and speed.

Defense is how good you are with a shield, and how often that shield blocks attacks in combat.

Stealth is a measure of how quiet you are when walking slowly and carefully. The better your Stealth, the more likely you can surprise monsters from behind.

Magick governs your rune magick skill. The more skilled rune-magickians can use runecasters more efficiently, using less mana to cast more spells.

Options

Pressing the “O” key during normal play will display the options screen. The game will pause when you do this.

From the Options screen, you may:

- Save the current game
- Load a previously saved game
- Start a new game from the very beginning
- Select Game Options
- Quit the game

Save game displays your save game slots. Click on the up/down arrows to scroll through the list. Click on a slot, and type a name to save your game under. Press “F2” when you are done to save your game, or press “SPACE” at any time to cancel the operation. You have 20 save game slots.

Load game displays the save games, along with the names of the games and a picture of where you saved them. Click on a save game slot to load that saved game. Use the up and down arrows to scroll through the list.

Start a new game does exactly that.

Quit game exits Stonekeep. Save your game first!

Game Options allows you to change the volume of the music, the volume of the sound effects and speech, the sensitivity of the mouse and the brightness of the display. Click on the left and right arrows of an option to change it. (See **Keyboard** for shortcuts.)

Return to game will unpause the game and return you to the action.

Getting Started

After Thera brings you to the Ruins of Stonekeep, your quest begins. Here are some pointers to help you start out....

Press the spacebar or a movement key to close the mirror and the scroll.

Move the mouse cursor over the pile of bones and click once with either button to search the bones.

Move the cursor over the skull; when the cursor changes to a hand, click once with the right mouse button - the skull should disappear.

Press the up arrow to walk forward, press the right arrow to turn right. Search the rubble by punching it.

When the cursor changes to the grab hand, right click.

Now move the cursor to the right-hand side of the screen until it turns into a scroll, and click.

You should have a rock and skull in your inventory.

Grab the rock out of your inventory with your mouse. The rock is now "active."

Click to close the scroll.

Move the rock cursor over the sparkling thing and click again to throw the rock. The higher the rock, the farther it flies.

Walk forward to the door.

After Thera speaks, (and thank goodness She isn't mad at you), pick up the rock using the middle mouse button (or both the left and right buttons at the same time).

Open the door by walking forward.

Walk through the door, and follow Thera.

When you see the ant, throw the rock at it.

If the ant lives after you hit it with a rock, punch it a couple of times. The attack cursor shows when you can attack, when it's full size, and where exactly you want to attack.

Walk up to the sign of the wall. Move the cursor over the sign and read it with the Inspect cursor.

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From the sign, turn right, walk forward once, and turn to the left.

Walk up to the door and open it. Walk into the room.

Walk up to the chest, and open it with your hands. Grab all the items out of the chest!

Equip Drake with the dagger by: opening your inventory, grabbing the dagger, and then moving the dagger up to Drake's image in the mirror. Move the dagger over Drake's right hand and click once when he reaches to take the dagger. Remember, this is a mirror.

Read the scroll by dragging the scroll to any part of Drake and clicking once.

When you are done listening to Drake, and you can bypass speech with the space bar, drop the scroll.

Turn to the right and search the bed with your newly found dagger.

Walk forward and turn to the right. Examine the ruined table with your cursor. You found something when the cursor changes into the grab hand.

There is leather chest armor hidden in the ruins of the table. Pick it up and equip it in the same way as you equipped the dagger.

Exit the room and follow the corridor around to the left.

Congratulations! You're on your way to becoming a hero!

the BARD's
*tale*TM

Contents

The Manual	18
A Quick Overview	19
Characters	21
Places	27
The Combat System	29
The Magic System	32
Conjurer Spells	35
Magician Spells	37
Sorcerer Spells	40
Wizard Spells	42
Bard Songs	44
Spell Key Glossary	45
Tips from the Underground	46
Items	47

The Bard's Tale™

The Manual

About Fantasy Role Playing Games. The Bard's Tale is a fantasy role-playing game. First in a series of Tales of the unknown, this one is set in the city of Skara Brae.

Like other fantasy role-playing games, there are three objectives you will be trying to accomplish. How you do this is up to you...

Your most important goal is to complete the quest built into the game. In The Bard's Tale the city of Skara Brae is threatened by an evil mage called Mangar. You must find Mangar and "persuade" him to release the once-harmonious city from his evil control.

But Mangar is protected by layers of obstacles, mazes and evil henchmen. Your second goal is to develop characters capable of surviving these barriers. These characters are your alter ego in The Bard's Tale. They act according to your commands, but over the course of the game they change, much as real people do over a lifetime. They improve their skills in magic, combat, stealth, etc. They amass wealth and treasured objects. And they worry about dying too soon.

Your third goal is to explore the entire world of The Bard's Tale. There are numerous goodies, puzzles and special places in Skara Brae. Part of the fun is finding them, and discovering the layout of this fantasy world. How do you get into the walled off towers? What's in the castle? Where are the legendary catacombs of Skara Brae?

So turn the page and get started. Skara Brae awaits.

A Quick Overview

An orientation for beginners, a quick start guide for experts.

How to Use This Manual

This manual has three parts. This Overview is designed to give first-time adventure gamers a quick sense of the overall gameplay and give experience fantasy role-players all they need to know to start quickly

The rest of the manual is reference material about how various parts of The Bard's Tale operate, including character building and development, places and mapping, the combat system and the magic system. There is also a listing and description of all the magic spells and the beginning items available in The Bard's Tale. Finally, there are hints and clues interspersed throughout the manual.

1. Command Summary Card

Inside the front flap of your album cover is a Command Summary Card, which lists keystroke commands, disk utilities and step-by-step instructions for starting up. If you are an experienced adventurer, this card gives you most of what you need to know; the rest is covered in this section.

2. Adventurer's Guild

The ADVENTURER'S GUILD is where you start each. This is the **ONLY** spot a party can be formed, characters created, or characters saved to disk.

3. Use the Pre-Built Party

For your convenience, you will find a pre-built party already waiting for you when you enter the Guild for the first time. The party is called *A Team. They are even outfitted with weapons and armor affordable to characters of their humble stations.

4. Use City Map on the Package

On the inside of your album cover is a map of Skara Brae. You'll need it.

Notice:

- 2 walled-off towers (wonder what's in there?).
- A castle protected by Guardian Statues.
- Temples for healing, Equipment Shop for purchasing more weapons, Taverns for drink and gossip, Roscoe's for more spell energy.
- You'll have to find the Review Board (where levels are awarded and magic is taught) on your own.

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Mapping the dungeons and mazes is up to you. You even have to figure out how to get into the mazes on your own. One clue: each of the 16 mazes is set up on a 22 by 22 grid. North is to the top of the screen, East is to the right. Be sure to go to every square; there are lots of specials.

For more about the City of Skara Brae see "Places"

5. Combat

Only your first 3 characters and the first 2 rows of monsters can attack in hand-to-hand combat.

There are several new combat commands, including Party Attack, for fighting between party members; Bard Song, for making magic by playing music; Hide in Shadows, to avoid combat.

For more information see "The Combat System"

6. Magic

There are 4 classes of Magic Users, each with unique magical capabilities:

Conjurers can create objects and heal adventurers; Magicians can bestow magical effects on common items; Sorcerers can create illusions and heighten awareness; Wizards can summon and control supernatural creatures.

Sorcerer and Wizard classes are not available to first level adventurers. To create one of these, you must change class of a Magic User who has achieved 3rd level magic spells in one (for Sorcerer) or two (for Wizard) other magical arts. Class change takes place in the Review Board. A Magic User who successfully learns all 7 levels of spells for each of the 4 Magic Classes is an Archmage, one of the most powerful characters in The Bard's Tale. Once a Magic User leaves a class, he can never return to it.

Magic Users qualify to learn next level spells based on their experience levels, but it takes gold to actually learn the new spells.

Casting spells uses spell points in different amounts depending on the spell. Spell points are regenerated automatically when a Magic User is in the city in the daytime, and may also be regenerated in Roscoe's Energy Emporium, or special Regen squares in some dungeons.

(For more information see "**The Magic System**")

7. The Bard

The Bard makes magic by playing music. He needs an instrument, of course. He can play in combat or during exploration, with different effect. Only one tune at a time. And one tune for every experience level. Then he needs to get a drink from any nearby tavern.

You can listen to his music or not. See the COMMAND SUMMARY card for details.

By the way, the Bard is not too shabby as a fighter.

8. Time

Time waits for no one. Even without keystrokes, time passes, from day to night and back again.

Nighttime is especially nasty. The really evil monsters hit the streets at night, looking for characters just like you. And, what's worse, you use up spell points faster, because spell points only regenerate in daylight.

Now you know enough to get started, if you are an experienced adventurer. By the way, the tavern on Rakhir street is the only tavern that serves wine. And that wine "goes down" easily. You may wish to drop by to wet the whistle of your Bard. Good luck!

CHARACTERS

RACES

Humans are not the only race in the world of The Bard's Tale. Others are more magically inclined, stronger and smarter. Part of the fun of a fantasy role-playing game is getting to know these different races, and forming your party accordingly. The races and their descriptions are:

HUMAN: While possibly being of hardier stock, this character is nonetheless like you or me.

ELF: Patterned after the Tolkien elf, the elf is slight of build, frequently taller than a human, and very inclined to magic.

DWARF: The Dwarven people are short and stout, extremely strong and healthy, but not amazingly intelligent (i.e., excellent fighters).

HOBBIT: Hobbits are slightly smaller than Dwarves but are nimble and dexterous. Just the right make-up for a rogue.

HALF-ELF: These crossbreeds are usually blond and fair-skinned, like elves, and get some added size and strength from their human ancestry.

HALF-ORC: An orc is a large, goblin-like creature often found working for evil wizards. The Half-orc, being half human, is not quite as despicable as his orc parent, but you wouldn't want to date one.

GNOME: Gnomes closely resemble dwarves, but have less hair and even shorter tempers. They are also more magically inclined, as a rule.

CHARACTER CLASSES

In fantasy role-playing games, characters choose different "Classes" or professions. There is no single best class; each has its own strengths. Your characters must use teamwork to succeed.

Class selection is the most important aspect of creating a character in The Bard's Tale. There are ten different classes of characters, but only 8 can be selected for a newly generated character. Class types carry with them different abilities and limitations, as are roughly covered below.

WARRIOR: the base fighter-type in The Bard's Tale, warriors can use nearly every weapon there is. For every 4 levels of experience after the 1st, Warriors get an extra attack ability in combat.

PALADIN: Paladins are fighters who have sworn to abstain from all evil and to uphold honor and purity in all places. They can use most weapons and some that no other fighters can. They get multiple attacks at higher levels. They also have a greatly increased resistance to evil magic.

ROGUE: a professional thief with so-so combat ability, the rogue can hide in shadows, search for traps and disarm them. Without a rogue your party will pay very dearly for the booty it wins.

BARD: The Bard is a wandering minstrel. You'll see him with a tankard of ale in front of him in the less reputable taverns -- the rowdier the better.

Bards were once warriors, and can still use most warrior weapons. But they turned to music instead and now play songs with an almost magical effect on other characters. Bards don't get the warrior's advantage of extra attacks in combat anymore -- but their magic is so unique, it is almost impossible to survive Skara Brae without one.

Any true Bard has six songs on his lips, though to play them he must have an instrument equipped. A song played as the party is exploring is long-lasting and continues even after the party returns from combat mode, even if other songs were played during combat. Any songs played during combat are

abbreviated and so create different magical effects than the full non-combat versions. The shorter combat versions don't endure as long either, only one round of fighting.

Only one Bard tune can be played at a time. If a second one is played while the first is still playing (by the same or a different Bard), the first will end. A Bard can play as many tunes as experience levels before his throat gets dry. Then it's off to a tavern for a drink to rejuvenate his voice. Tough duty, but someone has to do it.

Bard songs vary according to the difficulty of the dungeon. When the going gets tough, the Bard goes drinking.

HUNTER: an assassin, a mercenary, a ninja. The hunter can use most weapons, and has the ability (which grows with experience) to do critical hits in combat (i.e., to attack a nerve center or other vital area and instantly kill an opponent). A good skill.

MONK: a martial artist, an almost inhuman fighting machine trained to fight without weapons or armor. The monk can use them, but, at higher levels particularly, often does better without.

CONJURER: one of the 4 classes of Magic Users, Conjurers deal in the physical creation and manifestation of real things (like fire, light, healing).

MAGICIAN: another of the 4 classes of Magic Users, Magicians deal with magic as it affects physical objects (i.e., enchanting a sword, making armor stronger, making a dungeon wall disappear).

SORCERER: Sorcerers are Magic Users who deal with the creation and manipulation of illusion. Due to the power of sorcerer spells, this class is not available to newly created characters.

WIZARD: Wizards are Magic Users who are dedicated to the summoning and binding of various supernatural creatures. These creatures are not friendly to humankind and trying to control them is extremely hazardous. The Wizard-class is not available to new characters either.

CHARACTER ATTRIBUTES

Each character you create has five basic attributes which define his physical and mental prowess. When you create a character each attribute is assigned a value from 1 to 18, with the higher number reflecting higher capability.

The Bard's Tale™

STRENGTH (Shown as "ST" on the screen): Strength is physical power and chiefly affects the amount of damage a character can do to an opponent in hand-to-hand combat. Make sure your fighting characters are strong.

INTELLIGENCE ("IQ"): Intelligence is mental power. A high intelligence will enable your Magic Users to get bonus spell points.

DEXTERITY ("DX"): Measures agility & nimbleness. A high score makes your characters harder to hit and helps them strike the first blow in combat.

CONSTITUTION ("CN"): Measures healthiness. It takes more damage to kill a character with a high constitution score. This is reflected in bonus "hit points," the character's life span.

LUCK ("LK"): Luck is an ambiguous attribute, as it has a number of unseen effects on gameplay. For example, lucky characters are more likely to resist evil magic and avoid nasty traps.

OTHER CHARACTER STATISTICS

ARMOR CLASS ("AC"): This statistic reflects the level of protection a character has from physical attack. In classic fantasy role-playing style, the armor class starts at 10 for a totally unprotected, unarmored character with low dexterity, and goes down to -10 (called LO) as his protection improves by armor, spells, or other means.

HIT POINTS ("HITS"): Hit Points measure the damage a character can take before he is killed. The "Hits" statistic shows his potential at fullest health, rather than current status.

CONDITION ("COND"): Condition shows the character's present number of hit points. For example, if a character with 10 Hit Points is wounded for 7 hit points, his Condition will drop to 3. Another wound of 3 or more hit points will kill him. If he is fully healed, his Condition will return to the full 10 again. (Even though his Condition score changes, his Hit Points stay at 10.)

SPELL POINTS ("SP PT"): This shows current spell point status. Points are used up with each cast of a magic spell. If a Conjurer has 20 spell points and casts a Mage Flame spell at a cost of 2 spell points, his new total would be 18. A character's maximum spell points are listed in his view-character mode.

The Bard's Tale™

EXPERIENCE POINTS: This measures abilities gained by experience, the higher the number, the better the character. Characters get experience points for successful combat, according to the difficulty of the fight and the number of characters who survive. The amount is indicated after every successful combat. A character's running total of experience points is indicated in view-mode.

GOLD: Gold is the unit of currency in this world. Your characters start with just barely enough gold to buy the armor and weapons they need to survive. There are two ways to get rich enough to buy better equipment: taking gold from the monsters you defeat in combat or selling items you find in dungeons. The first way is more fun.

LEVEL ("LV 1"): Level is a general measure of achievement within a character's class. Level 1 is a novice, Level 13, for example, is required to become a Master of a Magic User class.

The Review Board will promote a character to higher levels based on his experience points, but only upon the character's in-person request. An advance in level is very important because it generally means an increase in attribute scores, hit points, spell points and other abilities.

SPELL LEVELS (e.g., "MAGI 1"): This shows the highest group of magic spells a character can use in any of the 4 classes of Magic Users. There are 7 groups of magic spells for each different class.

To learn a new group of magic spells (a "spell level"), a Magic User must advance two experience levels. (NOTE: spell levels and experience levels are not the same thing!) For any of the four magic classes, a Magic User advances as follows:

<u>Experience Level</u>	<u>Spell Level</u>
1	1
2	1
3	2
5	3
7	4
9	5
11	6
13	7
14 and up	7 maximum

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To change class to Sorcerer, a Magic User must first have learned Spell Level 3 (or higher) in at least one magical art. To change to Wizard, a Magic User must first have learned Spell Level 3 (or higher) in two other magical arts.

ITEMS: Items fall into 10 categories: Weapons, shields, armor, helms, gloves, musical instruments, figurines, rings, wands, and miscellaneous. Only one item of each type can be equipped for use at any one time. For example, two different shields cannot be used at once to protect a character, though the spare shield could be toted around.

Some items can only be used by specific characters. For example, only Bards can use musical instruments. An item which can never be used by a character is marked with a È when he examines it in his view mode or in the Equipment Shoppe. An item which has been equipped is marked with a œ.

A character may carry up to 8 different items.

How To Create a Character

1. While in the Adventurer's Guild, select a race.
2. Character attribute numbers displayed are a combination of genes and luck. For each different race there is a lowest possible number for each attribute (the "genes"). The computer then adds a random number (the "luck") to each attribute.
3. If you are satisfied with the "roll of the dice", choose a character class, then name this character. If you aren't satisfied "reroll the dice."
4. After being named, the character will be saved to disk, ready to adventure.

PLACES

THE CITY MAP

There is a map of Skara Brae on the inside of the album cover your program disk came in. Notice that there are several important looking places that are blocked off. Like the castle, and the two towers protected by locked gates. There must be a way to get in there, wouldn't you think?

Use your map to guide you in Skara Brae. If you ever get lost just press the "?" key and the program will tell you where you are and what time of day it is.

UNMARKED BUILDINGS

Most buildings in Skara Brae are unmarked. But some of them are inhabited by the corrupt creatures who have skulked into Skara Brae. So kick in a few doors and find them. Remember that fighting is good for you; it's the only way to build up enough experience to challenge Mangar. You should be disappointed when you kick in a door, screaming a battle cry, and find it empty. No fun.

When you exit a building and enter the street, the building will be behind you, and you will be facing the building or landmark across the street.

THE ADVENTURER'S GUILD

The Guild is like a union hall where adventurers "hang out" hoping to join a party. This is where you form a party, and where all adventures begin.

GARTH'S EQUIPMENT SHOPPE

Garth is one of yesterday's almost forgotten heroes, now retired from active adventuring to supply tomorrow's would-be greats. At Garth's Shoppe characters can buy armor and weapons, sell items, have items identified, or pool all the party's gold for buying expensive items. Due to a deal with the city blacksmith, Garth has an infinite supply of basic armor and supplies. But unique items found in labyrinths, even if sold to Garth, remain in his inventory only until they are sold.

Occasionally an item won in combat will remain unidentified. This means that its general type might be apparent (e.g., shield, ring), but not which exact type (e.g., Dragon shield, Ring of Power). Garth can identify this item for you... for a price.

THE REVIEW BOARD

The Review Board is a group of high level representatives from all ten different classes. Upon your request in person, the Board will determine whether a character has accumulated enough experience points for advancement to higher levels. The Board teaches new spells to Magic Users who qualify for higher spell levels, too, but charges for this training. It pays the rent.

You may have to do a bit of exploring to locate the Review Board. And it's closed at night.

TAVERNS

Taverns are the Bard's favorite places for gossip and refreshment. There's even a tavern named after him. Watch him carefully though; the Bard has a tendency to overtip the bartender.

DUNGEON DELVING

The term "dungeon" refers to any indoor labyrinth, designed for mapping, combat and puzzle interaction. They take a variety of forms, from towers to catacombs, and have a varied number of levels for each. You can go up or down to levels higher and lower than the one you're on via stairways, portal, and teleportation.

Stairways are not visible from a distance. But when you move onto one you will be asked if you wish to ascend or descend.

Portals are holes in the floors and ceilings, and are visible from a distance. You will not go through a portal merely by standing on it; you must first command your character to do so. If he jumps down through a portal, he will be damaged from the fall unless he is using a levitation spell. The only way to go up through a portal is by levitation.

The locations of dungeon entrances are well-kept secrets, but there are plenty of hints in Skara Brae.

ROSCOE'S ENERGY EMPORIUM

If your spell points aren't recharging fast enough, go see Roscoe. But be prepared for electrifyingly high fees.

TEMPLES

Temples are divine places of resurrection and complete healing. In fact, this is the only place to cure characters who have been withered or turned to stone. A resurrected character retains all the items, gold and experience points he had before dying, but he comes to life with only 1 hit point. When he finds out how much it costs to be resurrected, he may turn over in his grave.

Tips from the Underground: Places

1. Your first three dungeons should be the sewers, the catacombs and the castle (in that order). Each is progressively tougher. Don't attempt the catacombs without a party of level 9 or higher characters.
2. Explore and map every square in every maze. There are "Magic Mouths" that give hints. There are 1-of-a-kind magic items and spell regeneration zones. Good maps will show you the logical spots for secret doors and secret rooms, too.
3. Avoid traps. Higher level rogues are excellent at opening chests, but when in doubt use the "Trapzap" spell. TRZP is guaranteed to work with no harm to the party, unless, of course, the trap is protected by even more powerful magic. In fact, you can use TRZP to disarm any traps you encounter. Gas Cloud traps have doomed many brave but foolish adventurers. If you set off a trap and nothing happens, you were lucky not good. You could have been killed.
4. Be sure that your party is fully healed before entering a new dungeon.
5. When you are finding your bearings in a maze, remember that each succeeding level goes UP in a tower or castle and DOWN in a dungeon.

THE COMBAT SYSTEM

The Bard's Tale is a game of fighting. It's the only way to build experience. Fortunately, Mangar and his gruesome creatures are very evil, so don't worry about their feelings. Kill them, if you can.

Combat with "monsters" (the generic term for all opponents) occur both randomly and at set locations. You can also initiate intra-party combat at almost any time, in case one of your members is turned to the dark side. At the outset of combat a list of foes will be given, broken down into the number of foes in each group. The maximum is 99 monsters per group, with up to four groups.

The Bard's Tale™

Combat is divided into a series of "rounds," like a boxing match. At the start of each round, each of your characters must decide what action he will undertake in the upcoming melee, unless, of course, your party decides to run away. A menu of possible selections will appear for each character. These options are as follows.

Attack foes: To physically assault foes in the first or second group of monsters.

Party attack: To assault another member of the party, including special members.

Defend: Do not interact this round -- reduces chance of being hit.

Use an item: Make use of a magical item held in the character's inventory and currently equipped. This may require specifying a target for the effect.

Bard Song: Bards can play a short tune to affect the party or the foremost group of monsters in some fashion

Cast a spell: Cast a spell at the party or a group of foes. The spell code must be entered, and a target identified.

Hide in Shadows: A rogue can try to avoid combat altogether by hiding and, if successful, will be skipped as a target of attack in the upcoming combat round.

The first three characters in your party can be attacked physically by monsters, and can attack back. The last three characters can only be struck by magical attacks, and can only attack back with magic. This simulates your first three characters being up on the front line of attack, with the last three characters acting as backup in case one of the first three is killed. The first two groups of monsters are in a similar position; they are the only monsters who can attack or be attacked physically.

Once all the choices for your characters have been entered, the round begins. The most dexterous characters or monsters usually make the first strike, but luck, character level and character class also affect this. In evenly matched fights, the outcome often depends on which side gets in the first blow.

The rate of scrolling of the combat messages can be speeded or slowed. See the Command Summary list of keystrokes for details.

At the end of a combat round, dead monsters will be removed from the ranks of your foes, and dead characters will be shuffled back to the end of your party. A fresh group of monsters may also advance into the first two ranks to

give their fellow members a breather.

At the end of combat, treasure and experience points will be split among the battle's survivors.

SPECIAL MEMBERS

The special slot (marked "S") is for monsters who can become part of your party. They can join by:

- 1) Being summoned or created as an illusion, or some other artifice related to a cast spell, or
- 2) Introducing themselves to the party and offering their services as a comrade.

Specials cannot be controlled in battle; they choose their own attack mode and generally go after the primary group of monsters the party is facing. Specials are cleared out of the S slot when killed. Illusionary specials (created by a sorcerer) are cleared out if any foes disbelieve them.

If a non-illusionary special is attacked by another member of the party for any reason, it will turn immediately hostile and fight until defeated.

Tips from the Underground: Combat

1. Usually the highest dexterity character attacks first. For particularly nasty monsters (like blue dragons) attack with your highest dexterity characters first. Your less dexterous characters may not survive long enough to get in a first strike.
2. Use your spells and Bard songs to lower the armor class of your entire party. The lower the better.
3. If you are attacked by more than 2 groups of monsters, concentrate on Magic Users first. If you cannot kill off all the magic-using monsters, you may want to cast anti-magic spells to protect you against illusions, possessions and other spells.
4. You can minimize damage by killing off all but one monster in either of the first two attacking groups. As a general rule, attack groups with only one member last, unless it is a deadly monster.
5. Many of the undead monsters are capable of draining experience levels, turning characters old and gray or even turning characters to stone. Treat the undead with respect. In other words, kill them quickly.

6. Be prepared to die a lot with level 1 and 2 characters. Especially at night. Especially when you don't have any weapons and are just walking to Garth's Shoppe. It might even be a good idea to stay close to a Temple at night, so you can quickly heal any wounds.
7. Fill the special slot quickly. Conjure or summon a monster or create an illusion, if necessary. The special member will take a lot of heat off your fighters. Monsters tend to attack special members first.
8. Monsters are smart. They usually attack your most vulnerable characters first, unless one of your members represents a significant threat.

THE MAGIC SYSTEM

Magic is power. It can make the difference between success and failure in The Bard's Tale.

It is not always necessary or wise to rely on magic, though, because magic is by no means foolproof. There are some places where magic never functions, and some monsters who are highly resistant to spells. Sometimes you just have to wade in with fists flying and get dirty.

The best way to tell that your party has wandered into an anti-magic zone is that all residual spells except light spells are canceled.

Residual spells are magic spells that keep working for more than just an instant. Light spells, trap detection, secret door detection and magical armor are some examples. Most residual spells cause a graphic symbol to appear in the central blank strip on the screen, to keep the player aware that the duration hasn't yet expired.

All spells have a point cost. In other words, all spells cost the mage casting them a bit of his internal energy. This energy is return automatically in direct sun light, and may be regenerated at Roscoe's Energy Emporium or in special regeneration zones you have to discover

There are magical items hidden in the dungeons and carried by the monsters of The Bard's Tale. Magical weapons do extra protection. Other magical items radiate special energies. There are even magic keys and talismans necessary to get into certain important parts of the game. The most powerful magic items are secreted in the most challenging dungeons and are guarded by ferocious monsters. When you win one, you should be very proud and very happy. They can be the key to success against the wickedest opponents.

To cast a spell, you type in 4-letter codes which are a rough abbreviation of the spell name.

All Magic Users, even Level 1 novices, start the game with knowledge of all level 1 spells in their magical art. Rather than learning one spell at a time, Magic Users always learn whole groups ("spell levels") of spells at once. It's the closest thing to mass production in Skara Brae. Here is a description of the four magical arts.

CONJURING

Conjuring deals with the instantaneous creation of objects and effects through the channeling of a mage's power. Conjurer spells are potent, but not unlimited in effect, since the exercise of creation takes a large amount of energy to produce even a moderate effect.

A conjurer can also produce effects that distort non-solid things to produce new effects, like the distortion of space and time required to teleport human bodies to a new location.

MAGIC

Magic (meaning the art practiced by a magician) deals with bestowing magical effects on common objects. The items do not become magical, but radiate fields of power for the duration of a spell (which is usually the length of combat).

The gist of Magic is that it can increase an item's capability, give it a totally new capability, or change its form to something totally different.

Some examples: making a sword do greater damage, making dungeon walls glow with a magical light, or causing a wall to totally vanish for 1 move.

SORCERY

The byword of sorcery is, "seeing is believing." Sorcery does not deal with a physical manifestation, but rather a creation of illusion and a tapping into a heightened sense of awareness.

An illusion is an image envisioned by the spell caster, which he then lays over the retinas of all who watch augmenting this with appropriate stimulation of nerve endings to fool the other four senses. The human mind, believing an illusionary creation to be real, can be hurt or even killed by it, unless it is somehow disbelieved.

A sorcerer, with the aid of his art, can also perceive certain special things hidden from view.

WIZARDRY

Wizardry deals with the summoning and control of supernatural creatures. The wizard has fewer spells than the other three classes, but his are by far the most potent.

The creatures he can summon come from another plane of existence, called the Negative plane. They join the special slot in the party, and will fight until defeated.

The wizard has some ability to trap and control normal monsters, as well.

Mages who have learned at least 3 spell levels in an art may elect to change to another mage class at any time. Thus, a level 5 conjurer could choose to become a level 1 magician. His experience points would be reset to 0, but he would retain his previous attributes, hit points, spell points, and all knowledge of his conjurer spells, however; once a mage leaves a magic art, he cannot return to it.

A mage can become a conjurer, magician, or sorcerer as a second class. A mage can become a conjurer, magician, sorcerer, or wizard as a third class. A mage who has knowledge of all 7 levels of spells in all 4 classes is called an Archmage, and is one of the most powerful personages in the world of The Bard's Tale.

CONJURER SPELLS

KEY

CODE, Pt. Cost, Range, Duration

SPELL NAME Description

CONJURER SPELLS

Level 1

MAFL, 2, View, Medium

MAGE FLAME a small, mobile "torch" will appear, and float above the spell caster as he travels.

ARFI, 3, 1 Foe, --

ARC FIRE A fan of blue flames will shoot from the caster's fingers, doing hits of damage to a select opponent, times caster's level.

SOSH, 3, Self, Combat

SORCERER SHIELD The mage is protected by an invisible "shield" of magic, that turns aside many blows that would otherwise hit him.

TRZP, 2, 30 feet, --

TRAP ZAP This spell will disarm any trap within 30 feet, in the direction the party is facing. It will also disarm traps on chests.

Level 2

FRFO, 3, Group, Combat

FREEZE FOES This spell binds your enemies with magical force, slowing there movements and making them easier to hit.

MACO, 3, --, Medium

KIEL'S MAGIC COMPASS a compass of shimmering magelight appears above the party, telling the direction they face.

BASK, 4, Character, Combat

BATTLESKILL This spell increases one of your party member's skill with weapons, increasing the accuracy and ferocity of his attacks.

WOHL, 4, Character, --

WORD OF HEALING With the utterance of a single word the spell caster can cure a party member of minor wounds, healing 2-8 points of damage.

The Bard's Tale™

Level 3

MAST, 5, Group, ---

ARCYNE'S MAGESTAR A bright flare will ignite in front of a group of your enemies, temporarily blinding them and causing them to miss the next combat round.

LERE, 5, View, Long

LESSER REVELATION This is an extended "Mage Flame" spell which also reveals secret doors.

LEVI, 4, Party, Short

LEVITATION Partially negates the effect of gravity on the party, causing them to float over traps or up through portals.

WAST, 5, Group, ---

WARSTRIKE Causes a spray of energy to spring from the caster's extended finger, sizzling a group of opponents for 4-16 hits damage.

Level 4

INWO, 6, Special, ---

ELIK'S INSTANT WOLF With this spell the caster can make a real wolf appear and join the party, fighting in its defense.

FLRE, 6, Character, ---

FLESH RESTORE This powerful healing spell will restore 6-24 hit points to a party member and cure poisoning and insanity.

POST, 6, Foe, ---

POISON STRIKE This spell hurls porcupine-sharp needles from the mage's finger into a selected monster, poisoning it.

Level 5

GRRE, 7, View, Long

GREATER REVELATION This spell functions like "Lesser Revelation" spell, only it illuminates a wider area.

WROV, 7, Character, Combat

WRATH OF VALHALLA Makes a member of your party fight with the strength and accuracy of ancient Norse heroes for the entire combat.

SHSP, 7, Group, ---

SHOCK SPHERE a large globe of intense electrical energy envelops a group of enemies, doing 8-32 hits of damage.

Level 6

INOG, 9, Special, ---

ELIK'S INSTANT OGRE This incantation will cause a real ogre to appear and join the party.

MALE, 8, Party, Indefinite

MAJOR LEVITATION This will make the party levitate as does the level 3 spell, but its effects will last until dispelled.

Level 7

FLAN, 12, Party, ---

FLESH ANEW This spell behaves like the "Flesh Restore" spell, except that it will affect every member of the party.

APAR, 15, Party, --

APPORT ARCANE Allows the party to teleport anywhere within a dungeon, except for places protected by teleportation shields.

MAGICIAN SPELLS

KEY

CODE, Pt. Cost, Range, Duration

SPELL NAME Description

Level 1

VOPL, 3, Character, Combat

VORPAL PLATING This spell causes the weapon (or hands) of a party member to be covered with a magical field, which causes him to do an additional 2-8 points of damage.

AIAR, 3, Self, Combat

AIR ARMOR This spell will make the air around the spell caster to bind itself into a weightless suit of "armor."

STLI, 2, View, Short

SABHAR'S STEELIGHT SPELL Causes all metal near the party to glow with magical light, illuminating the surrounding area.

SCSI, 2, Party, ---

SCRY SITE The walls themselves will speak, under direction of this spell, revealing to the spell caster his location in the labyrinth.

Level 2

HOWA, 4, 1 Foe, ---

HOLY WATER A spray of water will emanate from the mage's fingers, doing 6-24 points of damage to any undead foe (e.g. skeleton, zombie, vampire).

WIST, 5, 1 Foe, ---

WITHER STRIKE Any foe at whom this spell is cast is likely to be turned old, thus reducing his ability to attack and defend in combat.

MAGA, 5, Character, Combat

MAGE GAUNTLETS Makes a party member's hands (or weapons) more deadly, adding 4-16 points of damage to every wound he inflicts.

AREN, 5, 30 Feet, Short

AREA ENCHANT This spell will cause the dungeon walls within 30 feet of a stairway to call out, if the party is traveling toward it.

Level 3

MYSH, 6, Party, Medium

YBARRA'S MYSTIC SHIELD The air in front of the party will bind itself into metallic hardness and will accompany the party when it moves, as a sort of invisible "shield."

OGST, 6, Character, Combat

OSCON'S OGRESTRENGTH Allows a member of your party to damage monsters as if he were as incredibly strong as an ogre.

MIMI, 7, Party, Combat

MITHRIL MIGHT Increases the armor protection of each party member by enhancing their armor's natural strength by magic.

STFL, 6, Group, ---

STARFLARE The air surrounding a group of your enemies will instantly ignite, causing them to be burnt for 6 to 24 damage points.

Level 4

SPTO, 8, 1 Foe, ---

SPECTRE TOUCH This spell will drain a single enemy of 12 to 48 points of damage, as if touched by a spectre.

DRBR, 7, Group, ---

DRAGON BREATH Allows the mage to breathe fire at a group of foes, doing 8 to 32 points of damage to each.

The Bard's Tale™

STSI, 7, View, Medium

SABHAR'S STONELIGHT SPELL Makes all stone and earth within range of the party glow with magical light, revealing even secret doors.

Level 5

ANMA, 8, Party, Combat

ANTI-MAGIC Causes the ground to absorb a portion of the magical energies cast at the party, frequently allowing the members to escape all damage. Also aids in disbelieving illusions and in turning back magical fire, like a dragon's breath.

ANSW, 8, Special, Combat

AKER'S ANIMATED SWORD A magical sword will appear and fight like a summoned monster in defense of the party.

STTO, 8, 1 Foe

STONE TOUCH This spell will often turn an enemy to stone, or a stone monster from living stone to dead stone. But it doesn't always work.

Level 6

PHDO, 9, 1 Wall, 1 Move

PHASE DOOR This incantation will alter the structure of almost any wall directly in front of the party, turning it to air for exactly 1 move.

YMCA, 10, Party, Indefinite

YBARRA'S MYSTICAL COAT OF ARMOR causes an effect like "Air Armor" to cover every member of the party, lasting indefinitely.

Level 7

REST, 12, Party, ---

RESTORATION Makes all wounds disappear as your entire party is reforged into unflawed bodies. Also cures poisoning and insanity.

DEST, 14, 1 Foe, ---

DEATHSTRIKE This incantation is very likely to kill one selected enemy, big or small.

SORCERER SPELLS

KEY

CODE, Pt. Cost, Range, Duration

SPELL NAME Description

Level 1

MIJA, 3, 1 Foe, ---

MANGAR'S MIND JAB The mage casts a concentrated blast of psychic energy at one opponent doing 2-8 hits of damage for each experience level of the mage.

PHBL, 2, Party, Combat

PHASE BLUR The entire party will seem to waver and blur in the sight of the monsters, making the party very difficult to strike.

LOTR, 2, 30 Feet, Short

LOCATE TRAPS In a state of magically-heightened awareness, the spell caster will be able to sense a trap within 30 feet, if he faces it.

HYIM, 3, Group, ---

HYPNOTIC IMAGE If successfully cast, this spell will make a group of your enemies miss the following attack round.

Level 2

DISB, 4, Party, ---

DISBELIEVE This spell will reveal the true of any illusion attacking the party, causing it to instantly vanish.

TADU, 4, Special, Combat

TARGET-DUMMY A magical illusion appears in the party's special slot. Unable too attack, it will serve to draw enemy attacks to himself.

MIFI, 4, 1 Foe, ---

MANGAR'S MIND FIST A higher power "Mind Jab," does 3-12 hits of damage to one foe, times the experience level of the mage.

FEAR, 4, Group, Combat

WORD OF FEAR This incantation will make a group of your enemies shake in fear, reducing their ability to attack and do damage.

Level 3

WIWO, 5, Special, ---

WIND WOLF This spell creates an illusionary wolf to join the party. This and other illusions are only effective as long as an enemy "believes" them. Depending on power and location, the monster may see through the illusion, and cause it to vanish.

VANI, 6, Self, Combat

KYLEARAN'S VANISHING SPELL The mage casting this spell will turn nearly invisible in the eyes of his enemies, who will have great difficulty in striking him.

SESI, 6, 30 Feet, Medium

SECOND SIGHT The mage will experience heightened awareness and be able to sense stairways, special encounters, spell negation zones, and other unusual occurrences.

CURS, 5, Group, Combat

CURSE Causes a group of your enemies to fear you greatly, lessening their morale and their ability to hit and damage you.

Level 4

CAEY, 7, View, Indefinite

CAT EYES The member's of the mage's party will all receive perfect night-vision, which will last indefinitely.

WIWA, 6, Special, ---

WIND WARRIOR This spell will create the illusion of a battle-ready warrior that joins your party.

INVI, 7, Party, Combat

KYLEARAN'S INVISIBILITY SPELL This invocation will perform a Vanishing Spell on the entire party.

Level 5

WIOG, 7, Party, ---

WIND OGRE This spell will create the illusion of an ogre, which will accompany and fight with your party.

DIIL, 8, Party, Combat

DISRUPT ILLUSION This spell will destroy any illusion fighting the party, and

The Bard's Tale™

any new illusions created later in the combat. It will also point out any doppelgangers in the party.

MIBL, 8, All Foes, ---

MANGAR'S MIND BLADE A sharp explosion of psychic energy that inflicts 10-40 hits to each and every enemy you face.

Level 6

WIDR, 10, Special, ---

WIND DRAGON This incantation will create an illusionary red dragon to fight with your party.

MIWP, 9, Character, ---

MIND WARP This spell will make a member of your party go totally insane. Useful for possessions.

Level 7

WIGI, 12, Special, ---

WIND GIANT This spell will create an illusionary storm giant, to join with, and fight for, your party.

SOSI, 11, 30 Feet, Indefinite

SORCERER SIGHT This spell functions the same as the "second sight", but it will last indefinitely.

WIZARD SPELLS

KEY

CODE, Pt. Cost, Range, Duration

SPELL NAME Description

Level 1

SUDE, 6, Special, ---

SUMMON DEAD This will gate into our universe a zombie or skeleton to fight for the party.

REDE, 4, Group, ---

REPEL DEAD This spell will do 16 to 80 points of damage to a group of undead creatures.

The Bard's Tale™

Level 2

LESU, 8, Special, ---

LESSER SUMMONING This spell will gate into our universe a lower power elemental or demon, who will (under protest) join the party.

DEBA, 8, 1 Foe, ---

DEMON BANE This spell will do 32 to 128 points of damage to a single demon. The power to summon is the power to destroy.

Level 3

SUPH, 10, Special, ---

SUMMON PHANTOM This spell will bring a medium level undead creature into the party.

DISP, 10, Character, ---

DISPOSSESS This spell will make any possessed party member to his normal state.

Level 4

PRSU, 12, Special, ---

PRIME SUMMONING This spell gates in a medium level elemental or demon, to fight with the party.

ANDE, 11, Character, ---

ANIMATE DEAD Gives a dead character undead strength, making him attack your enemies as though he were truly alive.

Level 5

SPBI, 14, 1 Foe, ---

BAYLOR'S SPELL BIND This spell if successful possesses the mind of any enemy, forcing him to join your party and fight in its defense.

DMST, 14, Group, ---

DEMON STRIKE This spell works like Demon Bane, but it will affect an entire group of demons.

The Bard's Tale™

Level 6

SPSP, 15, Special, --

SPELL SPIRIT This spell will gate in a higher-level undead creature to fight for the party.

BEDE, 18, Character, --

BEYOND DEATH This spell will restore life and one hit point to a character.

Level 7

GRSU, 22, Special, --

GREATER SUMMONING This spell will gate a greater demon into our universe and bind him to the party.

BARD SONGS

1. FALKENTYNE'S FURY

This tune increases the damage your party will do in combat, by driving them into a berserker rage.

2. THE SEEKER'S BALLAD

This song will produce light when exploring, and during combat it will increase the party's chance of hitting a foe with a weapon.

3. WAYLAND'S WATCH

This song will soothe your savage foes, making them do less damage in combat.

4. BADH'R KILNFEST

This is an ancient Elven melody, which will heal the Bard's wounds during traveling, and heal the party's wounds during combat.

5. THE TRAVELLER'S TUNE

This melody makes the members of your party more dexterous and agile, and thus more difficult to hit.

6. LUCKLARAN

This song sets up a partial "anti-magic" field, which gives party members some increased protection against spell casting.

SPELL KEY GLOSSARY

Range Terms

View	spell affects line of sight
1 Foe	spell affects a single monster, regardless of how many you face.
Group	spell affects 1 of 4 monster groups
Self	spell affects spellcaster only
30 Feet	3 squares in the direction you face
Character	one of 6 party members or special
Party	spell affects all 6 party members
Special	spell affects "S" slot only; summoned creature enters combat next round

Duration Terms

Combat	spell lasts until all monsters or all party members are killed, or until party runs away.
Short	spell lasts only a few minutes
Medium	spell lasts a little longer
Long	spell lasts twice as long as "Short"
Indefinite	spell lasts until party enters the Adventurer's Guild or an anti-magic zone

TIPS FROM THE UNDERGROUND

Characters

1. Don't be concerned about losing a Level 1 character. Just make another one. But when your characters reach the 3rd level, back them up regularly using your favorite disk copy program.
2. If your favorite character gets killed, there are several things you can do. You can resurrect him by magic or in a temple by spending spell points or gold. You can turn off the computer and reboot, and your entire party will be restored, but without the experience, gold and magic items they have won since the last time you saved game. Or you can load the character from your back-up disk onto the main disk, after first deleting the dead character from your main disk. NOTE: you can only restore a character by rebooting if you have previously saved your party by exiting the game when in the Adventurer's Guild.
3. In "rolling" a character's attribute numbers, 17s and 18s can often make a big difference, as follows: Intelligence gives Magic Users bonus spell points; Dexterity gives fighters (but not Bards) bonus armor protection and first strike capability; Strength allows fighters to do extra damage in combat; Luck allows Rogues to survive even if they accidentally set off a trap; and Constitution gives all characters bonus hit points.
4. Most character races have at least one attribute they are particularly high in. Pay close attention to starting attributes when designing your party.
5. Develop a Sorcerer fast. They are very useful in dungeons. Wizards are extremely important in advanced levels; they can summon demons, extremely powerful specials. Develop an Archmage, too. You'll need one; you'll want more.
6. Your pre-built party, excellent for beginning levels, may not be the best group for advanced levels. You may want to experiment with a hunter, because his "critical hit" capability can vanquish superior monsters, and the monk, who is perhaps the best fighter of all after he reaches the 6th level.
7. Warriors and other fighters often play less of a role against higher level, magic-using monsters. But without the protection of their armor and strong arms, your Magic Users would not survive long enough to learn the higher level magic spells.
8. Beware the Doppelganger monster. It enters your party and looks just like one of your members.

Magic

1. Don't venture too far into any dungeon without your maximum spell points. A good rule is to leave a dungeon when you are down to one quarter of your maximum spell points.
2. Manage your spell points carefully. Don't waste a spell if you can accomplish the same thing without magic. Torches, for example, often work as well as magic light spells. On the other hand, don't be shy about using magic in combat. When in doubt, blast 'em with magic.
3. Locate traps, second sight and sorcerer sight spells all identify traps within 30 feet. Trapzap spell disarms all traps within 30 feet.
4. Cast a long-lasting Bard spell right before entering a tavern. It's like getting a free spell.

ITEMS

These are the basic items found in Garth's Equipment Shoppe in unlimited quantity:

Torch	for light in dungeons
Lamp	longer duration than a torch
Broadsword	most damaging non-magic sword, only usable by fighters
Short Sword	a lighter sword, usable by all but mages
Dagger	usable by all, not too effective
War Axe	a heavy, damaging weapon, not usable by bards, rogues, or magic users
Halbard	a combination battle axe and pike, the most damaging non-magical weapon
Mace	the most powerful weapon a rogue can use; an armor crusher
Staff	a simple, non-magical cudgel
Buckler	a small round shield
Tower Shield	a larger shield
Leather Armor	the lightest armor, wearable by all but magicians and conjurers
Chain Mail	light metal mesh armor, best against light weapons
Scale Armor	better still, difficult to pierce
Plate Armor	strongest non-magical armor
Robes	will deflect dull old knives, but that's it
Helm	covers the head and saves the adventurer's good looks.
Leather Gloves	some protection for the hands

The Bard's Tale™

Gauntlets	metal gloves
Mandolin, Harp, Flute	musical instruments for use by Bards

Item Abbreviations

FGN	is an abbreviation for Figurine, a magical statuette which can come to life.
MTHR	is an abbreviation for Mithril, an elven metal with magical qualities.
ADMT	is an abbreviation for Adamant, another magical metal.
DMND	is an abbreviation for Diamond, one of the hardest substances known to man or monster.

Tips From the Underground: Items

1. Generally, the more expensive the item is, the better it works. Almost like real life.
2. There are no cursed or bad items, unlike real life.
3. Don't be stingy. Equip your fighters with the best armor, weapon, shield, helmet and gauntlets money can buy. After all, he can't take it with him.
4. Experiment with all items you find to determine their capabilities. Magical items are key to success. Remember that an item may only be magical for certain characters and classes, so trade items around if you have to.
5. Make sure some of your characters carry less than 8 items, or else the party will never be able to pick up new magical items in the dungeons.
6. Whenever your party captures an especially interesting or powerful magic item, save the party as soon as possible. That way, even if disaster strikes, you will never lose that powerful armor, weapon, talisman or whatever.
7. This manual is not protected by magic shields or air armor. Don't let your dog eat it.

*the BARD's
tale II™*

The Bard's Tale II

Contents

Greetings Hero	52
Object and Overview	53
Character Types	58
Places	67
Combat System	71
Magic System	73
Conjurer Spells	78
Magician Spells	80
Sorcerer Spells	82
Wizard Spells	84
Items	89

GREETINGS HERO!

My name is Saradon, a wizard of some fame and little fortune. Though you know me not, and we have never met, I feel that I have known you all my life. For the story of your deeds, your entanglement with Mangar and his evil horde in Skara Brae, flows from the lips of every Bard throughout the Realm. For this reason, your courage and experience, I have contacted you above all others. For now we face an evil much greater than Mangar's. An evil that threatens not the safety and tranquillity of but one city, nay ... an evil that threatens the existence of the entire Realm and all the cities and citizens within!

Recall now the lessons of your childhood. The story of Turin, the archmage who forged the Destiny Wand in the molten depths of the holy mountain Krontor. The Destiny Wand, the uniting force which has rallied armies to the aid of the Realm, and has maintained peace and prosperity for the last 700 years. But look around you now, where has the power of the Destiny Wand gone? Lawless mercenaries from the neighboring kingdom of Lestradae have invaded the Realm and now run rampant through the streets. Even in Tangramayne, our capital! It is they who have taken the Destiny Wand, with the guidance of an evil Archmage known as Lagoth Zanta.

Although Lagoth has thwarted each of my attempts to gain knowledge of his powers and location, I have been able to discover that the Destiny Wand lies broken in seven pieces, at seven different locations. Lagoth has placed each fragment of the scepter within a Snare of Death - a puzzle room that will require all the wisdom and cunning at your disposal in order for you to survive.

Do you believe in legends? Legend states that, "Unimaginable power is bestowed upon the one who reforges the Destiny Wand ..." Regardless of whether or not you hold faith in the stuff of legend, you must defeat Lagoth Zanta, regain the seven fragments, and reforge the Destiny Wand — it is the only way to save the Realm.

Now I must hurry, for in my attempts to glean knowledge of Lagoth, he must have discovered my prying magic and even how his mercenaries approach. I care not for my own safety, but I pray that my magic is still strong enough to deliver this letter and the accompanying booklet into your hands. The booklet contains powerful quest knowledge which I have gathered using magic and other, more physical, methods. Use it to help you during your quest. My only regret is that I cannot personally be there to counsel you during your quest. May fate smile upon you...and upon me.

— Saradon

OBJECTIVE AND OVERVIEW

This section contains a description of your objective while playing The Destiny Knight, and an overview of the game for players who want to get started quickly. The rest of the manual contains reference information on various game aspects such as buildings and developing characters, finding and mapping the many different locations within the game, and using the combat and magic systems.

Objective

As The Destiny Knight, you must assemble a band of adventurers, track down the seven pieces of the Destiny Wand, and defeat the evil Archmage, Lagoth Zanta. Once you have defeated the evil Archmage and have managed to collect all seven fragments of the Destiny Wand, you must reforge the scepter into a unified whole, thus reunifying the Realm (and winning the game).

Beginning and Experienced Players

If this is your first time in the Realm of the Bard, you should read the whole manual carefully, then keep it handy for reference during game play. If you're a Bard's Tale veteran, the Command Summary Card probably contains all the information you'll need to get started, but keep the manual nearby for reference. Because although The Destiny Knight software operates almost identically to the Bard's Tale, the game itself is more complex.

Beginners: The adventurer starts at the Adventurer's Guild in the Realm's capital city, Tangramayne (see illustration below). If you are using first level characters (as new players probably will) proceed immediately to the starter dungeon. The starter dungeon gives your characters some initial experience points and helps them prepare for the more perilous adventures that lie outside Tangramayne's walls. It's very important for beginning players to get to the starter dungeon as quickly as possible, because characters lower than level 14 aren't likely to survive for very long anywhere else in the game.

Veterans: If you're an experienced player with a band of strong adventurers (higher than level 14) transferred from Bard's Tale, Wizardry, or Ultima III, you can set out in search of the Destiny Wand immediately. The first step for any player, however, is to start the game using the instructions on the Command Summary Card. Once you have entered the game and have left Tangramayne, locate the Sage in the wilderness and ask him about the Tombs. (See "**The Sage**" below for more information.)

The Bard's Tale II™

Map of Tangramayne



- D = Starter Dungeon
- B = Bank
- C = Casino
- E = Energy Emporium
- G = Adventurer's Guild
- I = Inn or Tavern
- R = Review Board
- S = Shoppe
- T = Temple

Command Summary Card

Follow the instructions on the Command Summary Card to start The Destiny Knight on your computer and to learn the keystroke commands for your machine. The Command Summary Card also contains instructions for using the disk utilities and for transferring characters from Bard's Tale, Ultima III, and Wizardry (see "Pre-Built Parties" below).

Adventurer's Guild

This is where you start each time you begin a new game; i.e., the first time you play or after all the characters in your party have "expired." The Adventurer's Guild is the only place in town where you can create characters, form a party, and save characters to disk.

Pre-Built Parties

When you enter the Adventurer's Guild the first time, you'll find an assembled band of Adventurers already waiting and ready to go. This is the *ATEAM. They're all first level characters and are equipped with only the bare essentials in the way of armor and weapons, but they're quite adequate for getting your feet wet in the "starter" dungeon. Use the instructions on the Command Summary Card to help you get the *ATEAM moving, and see the "Character Types" section for more information about characters and party selection.

In addition to using the *ATEAM, advanced players can also transfer parties that have already been assembled in Bard's Tale, Ultima III or Wizardry. Many of the party's attributes, such as experience points, weapons, and so on, are transferred to The Destiny Knight. See the Command Summary Card for step-by-step instructions for transferring characters on your computer system.

The Map

The map that's included with The Destiny Knight will help you become familiar with the Realm and the important locations within, but you're on your own inside forests, buildings and dungeons. It's a good idea to keep plenty of graph paper handy while playing so you can create maps of the places you explore. This is especially important in the puzzle rooms because you may have to return to these over and over, making a little more progress each time before you make it all the way through. Keeping a detailed map of your wanderings makes this process easier. Here's a clue: the mazes are set up on a 22 by 22 grid. North is to the top of the screen, east is to the right, and so on. Some of the more important locations are:

Cities	there are six cities in the Realm: Tangramayne, Ephesus, Philippi, Colosse, Corinth, and Thessalonica.
Castles	there are a number of castles you'll need to visit, including: Fanskar's Castle, Dargoth's Tower, and Oscon's Fortress.
Forests	The forests of the Realm hide a variety of interesting buildings, huts and strongholds (as well as a host of evildoers). Crypts can also be found in the wilderness. The Gray Crypt dungeon is one, in particular, that you won't want to miss.
Temples	for healing wounded party members.
Taverns	for food, drink, and more importantly, information.
Roscoe's	for more spell energy.
Casinos	for gambling types. Be careful, the dealers have been reported to cheat...
Bedder's Bank	for storing your gold for indefinite periods. Bedder doesn't pay interest, but his banks are never robbed or go bankrupt. You can make withdrawals at any branch.
The Review Board	for increasing the level of your characters and learning new magic. This one's not on the map, you must find it on your own.

(For more about mapping and locations in the Realm, see the "Places" section below.)

The Bard's Tale II™

Combat

Only the first four characters and monsters within melee range can engage in hand-to-hand combat. The Destiny Knight uses the same combat modes as Bard's Tale, such as Party Attack, Bard Song, and Hide in Shadows, but distance now has an effect on combat. Enemies appear within

a range of 10 to 90 feet from your party. Enemies 10 feet away are in melee range and can attack or be attacked with hand-held weapons. Melee range always begins at 10' unless you have any type of elongated weapon.

Weapons that are thrown or shot, such as axes, spears, and arrows, are known as missile weapons and have a range in which they are effective. These weapons are usually nonrecoverable: they can be used only once. There are, of course, exceptions to this rule. Some magical missile weapons (such as Zen arrow) can be reused, and at least one non magical missile weapon (the boomerang) can be reused because it returns to the one who threw it. To throw or shoot a weapon, select the "Use" function during combat. And naturally, to use arrows you must have a bow... See the "Combat System" section for descriptions of more weapons and ranges.

Spells (including Dragon Breath) also have effectiveness ranges. Shorter ranges will usually have normal effectiveness, while longer ranges will have decreased effectiveness; e.g. if a spell range is listed at 30' and you use it at 60', the spell will not be as effective at the longer range. See the "Magic System" section for descriptions of all spells and ranges.

Magic

There are five levels of magic user which are described below.

Conjurers: Can create objects such as fireballs or magic compasses out of thin air, as well as heal wounded party members.

Magicians: Can bestow magical effects on common items. They can make metal glow, or make the air around an adventurer as strong as a suit of armor.

Sorcerers: Can create illusions, such as additional party members. Or they can heighten the party's awareness by giving the party members such abilities as better night vision.

Wizards: Can summon and control supernatural forces, such as summoning elementals or reanimating the dead.

The Bard's Tale II™

Archmage: These magic users have learned at least three levels for each of the previous four magic user classes. The Archmage is one of the most powerful and important characters in The Destiny Knight because an Archmage can do almost anything. Remember, Lagoth Zanta is an Archmage... fight fire with fire.

The Conjurer and Magician levels are interchangeable; you start at either one. Sorcerer and Wizard classes aren't available to first level adventurers. To achieve these classes, a magic user must have achieved third level magic spells in the previous magic user class. This means that a Magician who can use third level Magician spells is eligible to become a Sorcerer. A Sorcerer who is using third level Sorcerer Spells is eligible to become a Wizard. But remember, if you skip a magic user class (e.g., starting at Sorcerer instead of Magician), you cannot go back and master the lower level. And if you are striving for Archmagedom, remember that a character can become an Archmage only by mastering at least three spell levels for each of the magic user classes, and a true Archmage has mastered all seven spell levels for each class — Lagoth Zanta did.

The Bard

The bard's music is his magic. With the proper instrument he can play while exploring or fighting (with different effects.) The Bard has seven tunes to choose from, and can play as many songs as experience levels. But the Bard can play only one tune at a time. Because the Bard makes a special kind of magic, he or she can often help when normal magic is ineffective. For instance, if all your light spells are out and you're in complete darkness because your party is in an anti-magic zone, try Bard song number seven, "The Watchwood Melody."

The Sage

The Sage lives alone in the wilderness and is a treasure trove of useful information. You should return to see the Sage after completing every dungeon, for he provides the clues that will guide you in each step of finding the fragments of the Destiny Wand and defeating Lagoth Zanta. But you'll find that the Sage's knowledge isn't given freely. In fact, it's not even cheap. To begin your first adventure, ask the Sage about The Tombs...

Special Members

In addition to the regular characters you create and add to your party, there are also characters who you will meet, conjure, or summon, and who

The Bard's Tale II™

will join your party during the game. Some of these characters are beneficial to your party (they will help during combat, or while solving a puzzle), others are hostile to your party (they will join your party in order to start intra-party combat).

It is essential that you always have one or two empty character slots in your party so you can add special members. While this leaves the door wide open for creatures such as the Doppelganger monster to infiltrate your ranks, it also gives you the ability to enlist the aid of special characters who may bring you closer to winning the game (or just save your first from a horrendous death). See the “Character Types” section for more information on special characters.

Time

Time is definitely not on your side here. It moves inexorably onward whether or not you touch the computer. And nighttime is not the right time to be caught outside. Especially since you'll use up spell points faster at night — they only regenerate in daylight. The Adventurer's Guild is a nice place to spend your first night in the Realm... it's always daytime when you leave the Guild.

Other places where time becomes an especially important factor are in the Snare of Death puzzle rooms. Once you enter a puzzle room, the game converts to real-time, not game-time. Each puzzle room has its own amount of time in which you must solve the puzzle and get out alive. And remember, your party cannot leave a puzzle room until the puzzle is solved. (See the “**Places**” section for more information about puzzle rooms.)

CHARACTER TYPES

Humans are only one of many races that can be found in the Realm of the Bard. Half the fun of exploring the Realm is learning about and getting to know the non-human inhabitants. In this chapter we'll take a look at the different races, classes, and abilities.

Races

Including humans, there are a total of seven races that inhabit the Realm of the Bard. Each of the races that inhabit the Realm are described briefly in the following sections.

The Bard's Tale II™

Human: The people of this race are known for their inventiveness, hardiness, aggressiveness, and downright stubbornness in the face of adversity. A perfect set of traits for survival in the Realm of the Bard.

Elf: These fair-haired, fair-skinned people closely resemble humans but are usually taller, faster, and more agile. The Elven people are highly skilled in the arts — especially magic and war.

Dwarf: These short, stout people are amazingly strong and healthy, but not always very bright. All very good reasons to make sure you have dwarves on your side in a fight.

Hobbit: These small people are wise, nimble, and usually very patient. It is said, if need be, a hobbit can steal the gold-purse from a shadow.

Half-Elf: These people are living proof of the compatibility between humans and elves. They are fair-haired and light-skinned like elves, but gain some bulk and strength through their human ancestry.

Half-Orc: Orcs are large, semi-intelligent, pig-like creatures that can usually be found in the employ of evil wizards. Half-orcs, because they are 50% human, aren't quite as despicable as full orcs — but they're sometimes just as dangerous.

Gnome: These people resemble dwarves, but usually have less hair, shorter tempers, and are always better at using magic.

Classes

Each of the characters in your party of adventurers must belong to a particular class, or profession. There isn't a single class that's the best, your characters must depend on each other and use teamwork to succeed on their quest.

Class selection is the most important aspect of creating a character in the Realm of the Bard. There are ten different classes, but only eight to choose from with a newly generated character. A character's class is shown in View Character mode, and onscreen at all times by an abbreviation in the CL (Class) column. Each class has its own set of strengths and limitations, which are described briefly in the following sections.

Warrior (displayed onscreen as WA): Warriors can use nearly every weapon they come across. For every four levels of experience after the first, warriors get an extra attack capability during combat.

The Bard's Tale II™

Paladin (PA): Paladins are fighters who have sworn to fight all evil and uphold honor and purity in all places and situations. Paladins can use most weapons including many that other fighters can't. Paladins get multiple attacks at higher levels and also have greater resistance to evil magic.

Rogue (RO): Rogues are professional thieves with mediocre combat skills. However, rogues are experts at skulking in the shadows, as well as searching for traps and disarming them. Without a rogue in your ranks, your party's booty will come at an unusually high price.

Bards (BA): Bards are colorful characters. Most Bards are warriors who have given up the art of war for the art of magical music. This doesn't mean, however, that they've forgotten how to handle warrior weapons. But because they're not true warriors, Bards don't get the advantage of extra attacks during combat.

Because of their unique form of musical magic, it's nearly impossible to survive in the Realm without a Bard in your party. Most Bards always have a repertoire of seven songs, but must also have an instrument in order to perform. A Bard song played while exploring is long lasting and will resume after combat mode; even if other tunes were played during the fight. Songs performed during combat are brief, lasting only one round, and their effects differ from the noncombat versions.

Only one Bard tune can play at a time. If a second tune is started by the same or a different Bard, the first song will end. A Bard can play as many tunes as he has experience levels before his throat dries; e.g., if your Bard has four experience levels, he'll be able to play four tunes from his repertoire. The only cure for a Bard's dry throat is a large tankard of ale from the nearest tavern. This is the source of one of the Realm's popular sayings, "When the going gets tough, the Bard goes drinking..."

Hunter (HU): Hunters are often known by other titles; assassin, mercenary, ninja. Hunters can use most weapons and can often instantly kill an opponent by striking a nerve center or other vital area during an attack (A handy skill that increases in accuracy as the hunter accrues experience points).

Monk (MO): Monks are inhuman fighting machines trained in all aspects of the martial arts. Monks can use traditional weapons, but usually (especially at the higher experience levels) are most effective using their bare hands.

Conjurer (CO): Conjurers are the first of the five levels of magic users. They can heal the wounded and create physical phenomena such as fire and light.

The Bard's Tale II™

Magician (MA): Magicians are the second level of magic users and use their magic to change the properties of physical objects; i.e., enchanting a sword, making armor stronger, or making a dungeon wall disappear.

Sorcerer (SO): Sorcerers are the third level and deal with the creation and manipulation of illusions. This level is very powerful and isn't available to new characters.

Wizard (WI): Wizards are the fourth level and can summon and bind supernatural creatures. These creatures don't like our plane of existence and aren't very friendly. Trying to control these creatures is extremely hazardous and therefore the Wizard level isn't available newly created characters.

Archmage (AR): Archmages have mastered at least three levels of magic spells for the previous four magic user classes. Needless to say an Archmage can pretty much do as he pleases, and new characters cannot immediately proceed to the Archmage level. If you have an Archmage in your party, you probably don't need to read any further.

(For more information on the magic classes and using magic, see the "Magic System" section later in this manual.)

Special Members (MN or IL)

Special members (generically called "monsters") are characters who meet and join your party during its travels. Special members can be either monster (MN) or illusion (IL). There are two ways for special members to join your party:

1. By being summoned, created as an illusion, or using some other magical artifice.
2. By introducing themselves to the party and offering their services as a comrade in arms.

Your party can have up to six special members. They can even be renamed and saved to disk when you return to the Adventurer's Guild. However, you can't control special members during combat. Special members pick their own forms of attack and usually go after the first group of monsters your party is facing. Likewise, special members can carry items for your party, but cannot find or use items — only characters you create can use the items they find or purchase in the game. Illusionary members disappear from the party ranks when they are killed. An illusionary party member is killed if any foes disbelieve in its existence. Any items that an illusionary special member is carrying (such as gold) are lost if the illusionary character is killed.

The Bard's Tale II™

If a nonillusionary special member is attacked by another party member for any reason, the special member immediately turns hostile and fights until defeated. Dead special members can be resurrected and healed just like your regular Destiny Knight characters. You can remove special members from your party with the “Drop Character” command (see your **Command Summary Card**).

View Character Attributes

Each character possesses six attributes that define the physical and mental abilities for the character, as well as the character's race, class, and possessions. Each of the character's attributes is randomly assigned a value from 1 to 18 — the higher number, the greater the capability. The following five attributes are found in the View Character mode. (see the Command Summary Card for the key sequence that enters View Character mode.)

Strength (displayed in View Character as ST): Pure, physical power that determines the amount of damage a character can inflict on an opponent in hand-to-hand combat. Make sure your fighting characters are strong.

Intelligence (IQ): Mental power. A magic user gets bonus spell points for a high intelligence score.

Dexterity (DX): Agility and nimbleness. A high score in this area makes your characters harder to hit and helps them land the first blow during combat.

Constitution (CN): Healthiness and survivability. It takes more damage to kill a characters with strong constitution. Strong constitution is usually reflected with bonus hit points (See “Hit Points” below.)

Luck (LK): As always, luck is ambiguous, unpredictable, and has a number of unforeseen effects on your characters' lives. Lucky characters are more likely to resist evil magic and avoid traps.

Spell levels (SORC, MAGI, CONJ, WIZD): These four attributes in View Character mode show the spell level for the character. This rating determines the highest group of spells a magic user can use in their class. For instance, a Conjurer with a rating of 3 can only use Conjurer spells up to the third level — higher levels can't be accessed without a higher rating. There are seven spell levels per magic user class. Like other attributes, the ability to learn new spell levels increases with experience points (but you must pay to learn new spells). The table below lists the progression.

<u>Experience Level</u>	<u>Spell Level</u>
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13+	7

Character Acquisitions

Also found in the View Character mode are skills or items that your characters acquire during the course of the adventure. There are four categories altogether.

Experience Points (EXPER): Measures the character's abilities that have been gained by experience. The higher the experience points, the greater the character's abilities. Characters earn experience after every battle, relative to the success or failure of the battle (success or failure being determined by the number of survivors in your party).

Gold: Gold is as precious in the Realm of the Bard as it is your own world. Your characters start with just enough gold to buy them the bare essentials in armor and weapons to start the quest. Your party can earn more gold from the monsters they defeat in battle, or by selling the things they find in dungeons — the overall strength and armament of your party should determine which method you use in the beginning.

Level (LVL): Reflects the level of achievement within a character's class. For example, Level 1 is a Novice, while Level 13 is needed to become a Master of a magic user class.

Based on experience points, the Review Board promotes characters to higher levels within their class — but only if the character requests promotion in-person; i.e. you must find the Review Board. Advancing levels is important because it usually means increases in attribute scores such as hit points, spell points, and so on.

The Bard's Tale II™

Items (1-8): Up to eight can be carried at one time. Items fall into ten categories; weapons, shields, armor, helms, gloves, musical instruments, figurines, rings, wands, and miscellaneous. You must Equip the characters with the item in order to use it (see your Command Summary Card for the Equip command). Only one item from each type can be equipped at one time. This means that your characters can't use two shields at once, even though there may be two shown in the inventory.

Certain items can be used only by specific characters. For example, only Bards can use musical instruments. An item that can't be used by a character is marked with a *I* in View Character mode or the Equipment Shoppe. An item that has been equipped (so the character can use it) is marked with a * symbol.

Onscreen Statistics

In addition to the ten basic attributes shown in View Character mode, there are an additional five characteristics that determine your characters' attributes in other areas such as health, experience, armor class, and so on. The next five attributes are listed in onscreen columns at all times.

Armor Class (AC): Reflects the level of protection a character has against physical attack. Armor class starts at 10 for a totally unprotected character with low dexterity. As the character's protection improves through armor, spells, and other means, the armor class drops to -10, and eventually all the way to L+ (the equivalent of a -21 armor class). Once your character's armor class reaches L+, the display doesn't change even though the armor class may continue to go lower than -21.

Hit Points (HIT PTS): The two columns that show hit points reflect the amount of damage a character can take before dying and the character's current condition. The HIT column shows the character's total number of hit points, or the character's potential at full health. The PTS column shows the actual current condition of the character. For example, if a character has HIT column that contains 20 and a PTS column that contains 20, the character is at full health. If the character takes 3 points of damage during battle, however, the HIT column remains at 20 while the PTS column drops to 17; thus showing you the character's total potential hit points, and the current actual status.

Spell Points (SPL PTS): These two columns show the total possible and current actual spell point status. Spell points are used with each spell the character casts. The amount of spell points used is determined by the spell itself. For instance, if a Conjuror's SPL and PTS columns both contain 18,

he is at full power. If the Conjurer casts a Mage Flame spell that costs 2 spell points, the PTS column value drops to 16. The character's maximum spell points are listed in the SPL column, while the spell points remaining are shown in the PTS column.

Class (CL): Shows the character's class in abbreviated form. See "Classes" to learn the onscreen abbreviation for each class.

Creating a Character

If you decide that you want to create your own characters for your quest, you can use the Create Character mode. Create Character mode only works in the Adventurer's Guild. Use the command shown on your Command Summary Card to enter Create Character mode, then use the following procedures to build your characters one-by-one:

1. Select a race for the character.
2. Next the computer displays a set of attribute values for the character which are like a combination of genes and luck. There is a lowest possible value for each attribute of each race — these are the genes. The computer then "rolls the dice" and adds the random number to each of the attributes — this is the luck. The sum of the gene and luck values are then displayed as the attribute values for the character.
3. If you're satisfied with the computer's "dice roll", choose a character class, then name the character. If you want to try for a better set of attributes, use the command listed on the Command Summary Card to make the computer "reroll the dice."
4. After the character's name is assigned, the character is saved to your character disk.
5. To use the character, you must add him or her to your party with the Add command shown on the Command Summary Card.

Tips from the Adventurer's Guild: Characters

1. Don't be too concerned about losing a Level 1 character; just make another. When your characters reach level 3, however, backup your character disk regularly with your favorite disk copy utility.
2. You have several options if your favorite character is killed. You can spend spell points to resurrect the character with magic, or gold to resurrect the character in a temple. You can turn off the computer, reboot, and reload your party from the point where you last saved them

The Bard's Tale II™

to disk (meaning all the characters lose all the gold and experience points they may have earned since the last time they were saved). Or you can delete the dead character from your main character disk, and replace the character from your backup disk.

3. 16s, 17s and 18s can often make a big difference when “rolling” for a character’s attributes. For example, Dexterity gives everyone bonus armor protection and first strike capabilities; Strength enables you to do extra damage in combat; Luck often allows you to survive even if you accidentally spring a trap; and Constitution provides all characters with extra hit points. Although it makes no difference in the first allotment, magic users with high intelligence ratings get bonus spell points in later turns
4. Many races have a specific attribute they excel in. Pay close attention to the starting attributes when designing your party.
5. Develop a Sorcerer fast — they’re quite useful in dungeons. Wizards are very important at advanced levels because they can summon extremely powerful special members. Work toward Archmagedom. You’ll need at least one, and wish you had many more.
6. The *ATEAM, while excellent for the starter dungeon, may not last long at the advanced levels. Experiment with a hunter: because of their “critical hit” capability, a hunter can often vanquish superior monsters. And don’t overlook monks — after the sixth level they are probably the best fighters of all.
7. Warriors and other fighters are often less effective against the higher level, magic-using monsters, but without their protection, your Magic Users won’t survive long enough to learn the higher level magic spells.
8. Keep a slot open for special members. There will be times when you need to temporarily enlist the services of a special member to help your party through certain portions of the game. If all the member slots in your party are filled, you won’t be able to add a special member.
9. You can save special members with your party, but you must either rename the party, or save the special members separately.
10. Beware the Doppelganger monster. It enters your party and looks just like one of your characters. Dealing with one Doppelganger monster isn’t so bad, but if you have a number of empty member slots and multiple Doppelgangers enter your party, things can get pretty confusing.
11. The first character in your party is the group leader. Having a high level, high luck character in that slot can help you avoid a lot of trouble. A

The Bard's Tale II™

Paladin is the most effective group leader.

12. Pay close attention to character statistics while exploring. If you see that your character's spell or hit point are draining for no apparent reason, you may be in a special square — move immediately. There are many special squares in The Destiny Knight that can affect your party in various (and lethal) ways — watch out for them.
13. Always leave open slots for new items in your inventory. Some puzzles require you to take or possess a certain item in order to solve the puzzle. Having no room in your inventory prevents you from solving these types of puzzles.

PLACES

With six cities, 25 dungeon levels, and wilderness that you can fully explore, there are a lot of places you can visit in your travels through the Realm. Even characters with high intelligence attributes are bound to get lost without some diligence on your part.

Maps

A map of the Realm, that shows main routes and general locations, is included with The Destiny Knight. Use this map to help find your way around the Realm, but beware, the Realm is a big place and not all places have been explored and mapped. If you find that your party is going where no man, or elf, has gone before, make a map. Also, if you ever become lost, press “?” and The Destiny Knight displays your location and the time of day.

Unmarked Buildings

Most of the buildings in the Realm are unmarked and can be entered by moving the party Forward (see the Command Summary Card for the Forward command) through the building's door. Often, however, an unmarked building will be inhabited by a group of the vicious invaders and your party will have to fight for their lives. Other times, an unmarked building may house the entrance to a dungeon.

If you suspect that a building houses the enemy, a dungeon entrance, or if you're just out looking for a good fight, use the Kick command (see the Command Summary Card) to kick in the door and get the drop on the cretins. Remember: Fighting is good for your party — it builds experience points.

The Bard's Tale II™

Adventurer's Guild

An Adventurer's Guild is the "union hall" where unemployed characters hang out, hoping to join a quest party. The Adventurer's Guild is the only place you can create and add new characters to your party. There is an Adventurer's Guild in every city.

Garth's Equipment Shoppe

Garth is a retired hero whose deeds are recalled in many a Bard song, so his knowledge of weaponry and other artifacts is vast. You can buy, sell, or identify armor, weapons, and other items at Garth's chain of equipment shoppes in almost every city throughout the Realm. You can also pool all of the party's gold for purchasing those special (but expensive) items. Garth's success as a hero and businessman are known throughout the Realm and the blacksmiths of the Realm gladly provide his shoppes with an endless supply of basic armor and weapons.

Unique items brought back from the dungeons can be sold to Garth, but they won't be resupplied if they're sold to other adventurers (other residents of the Realm do purchase equipment from Garth's shoppes). Occasionally you may find an object that you suspect is special. Although you may be able to identify the object's general purpose (i.e. ring, shield, sword), you may not be able to identify its specific type (i.e. Ring of Power, Dragon Shield, Sword of Zar). Garth can probably identify these objects for you, but Garth doesn't work cheap.

Review Board

The Review Board is composed of representatives for the ten different classes from all over the Realm. Based upon your accumulated experience points, the Review Board will consider your in-person request for advancement to higher levels. The Review Board also teaches new spells (for a nominal fee) to magic users who qualify for advancement.

There is a Review Board in almost every city of the Realm, but you'll need to do a bit of searching in order to find them — and it's important that you find them. Your success in the Realm depends upon the ability to progress to higher character levels. By the way, the Review Board is closed at night and on all government proclaimed holidays.

Casinos

Casino gambling is a favorite way to relax after a hard day of battling orcs, and casinos are found in almost all of the Realm's cities. The casinos play a game whose closest equivalent is blackjack, and it's reported (but not substantiated) that many of the dealers cheat through their teeth when they're stiffed for a tip.

Bedder's Bank for the Bold

Bedder — an old half-elf who reportedly sold his mother to a band of lonely orcs in order to finance his first branch — will deposit your gold for safekeeping at any of his bank's branches throughout the Realm. Although stingy old Bedder doesn't pay interest on your deposits, his bank is never robbed and you can withdraw your gold at any time, at any branch. When you withdraw your gold, you must withdraw the entire amount. You can, however, make partial deposits. Another nice feature of Bedder's Bank is that the gold you deposited will still be there if you quit and restart the game (even if you're using a new set of characters).

Taverns

Taverns are favorite places to obtain refreshment and gossip. Watch out for your Bard in taverns — he has a tendency to overtip the bartender and tip over the barmaid.

Dungeons

Dungeons take a variety of forms such as towers, catacombs, or tombs and each can have a varied number of levels. You can go up to higher or down to lower levels by using stairways, portals, or teleportation; whichever is more convenient or readily available.

Stairways are not visible from afar, but you're asked whether you want to ascend or descend when your party steps onto one. Dungeons also contain plenty of special squares that may affect your party in varied, and sometimes deadly, ways. If you suddenly see that your character's spell or hit points are draining away, you may be in a special square. Move your party to safety as quickly as possible.

Portals appear as holes in the floor or ceiling and are only visible from a distance. Your character won't go through a portal simply by standing on it, you must give the command to do so (see the Command Summary Card). If a character jumps down a portal, the character will be damaged by the fall unless

The Bard's Tale II™

a levitation spell is used. A levitation spell is the only way to travel up through a portal.

The location of dungeon entrances are well-kept secrets, but there are plenty of clues throughout the Realm — if you look hard enough.

Roscoe's Energy Emporium

Roscoe's a cagey old mage who opened his chain of Energy Emporiums hoping to cash in on the sorcerel energy crisis of '27. Even after the evil archdemon was destroyed and the sorcerel energy continuum was restored, Roscoe found that his Energy Emporiums could still turn a healthy profit. They're still around today, serving the energy needs of all magic users. Spell points aren't recharging fast enough? Go see Roscoe... but be sure to bring plenty of gold.

Temples

As divine institutions of resurrection and complete healing, temples are the only places that can cure characters who have been withered or turned to stone. A resurrected character still has all the same item, gold and experience points, but is resurrected with only one hit point. Although a dead character can be brought back to life, he may have to sell his soul in order to do it.

Tips from the Adventurer's Guild: Places

1. Your first adventure should be in the starter dungeon in Tangramayne. The starter dungeon is at the opposite end of town from the Adventurer's Guild. Instructions and details about this dungeon are presented when your party enters. Any party is allowed in the starter dungeon, but only characters less than level 12 receive the maximum reward for completing the starter dungeon.
2. Explore and map every square in every maze. There are Magic Mouths" that give hints. Mazes also contain one-of-a-kind magic items and spell regeneration zones. In addition to keeping you alive, carefully drawn maps will show the logical places for secret doors and rooms.
3. Avoid potential traps. High level rogues can easily open chests, but use the "Trapzap" spell when in doubt. TRZP is guaranteed to protect the party from harm. TRZP will disarm any trap you encounter, including the innocuous Gas Cloud traps — which have doomed many a brave (but foolish) hero.
4. Make sure all members of your party are fully healed before entering a new dungeon.

5. When finding your bearings in a labyrinth, remember that each successive level goes up in a tower or castle, and down in a dungeon or tomb.
6. The segments of the Destiny Wand are hidden within real-time puzzle rooms known as Snares of Death. The game will alert you when your party has entered one. Once inside, you have a limited amount of time to complete the various tasks, puzzles, and riddles within the room and retrieve the segment. In some rooms the tasks must be completed in a specific order, in other rooms the order isn't important. In any case, if you take too long in a puzzle room, your entire party will instantly perish. There is a Snare of Death in every dungeon with the exception of the starter.

COMBAT SYSTEM

You're going to have to fight to become The Destiny Knight. There's no avoiding it (except temporarily); it's the only way to build experience points and win the game. But don't worry, most of the monsters you'll meet during the game will give you plenty of incentive to fight — and you won't always be able to run.

Combating “monsters” (a generic term for all opponents) occur randomly and at set locations. You can also use intra-party combat should one of your members turn to the dark side. A list of foes (broken down by the number of foes in each group) is given at the beginning of the battle. The maximum number of foes is up to four groups of monsters. Any groups of monsters within 10' of your party is within melee range and can physically attack your party. Some monsters, however, begin attacking far away and may throw illusionary or summoned foes into your path to keep your party from advancing. This tactic is difficult to defeat, but with the right combination of magic and missile weapons, your party can fight back.

Combat Actions

Like a boxing match, combat is divided into a series of rounds. You must decide what action each of your characters will take in the upcoming melee at the beginning of each round — unless you decide you want to run away. A menu of battle options appears for each member of your party at the beginning of the round. Each menu option is described below.

(A)ttack Foes: Tells the character to physically assault members of any group of monsters within 10'.

The Bard's Tale II™

(P)arty Attack: Tells the character to physically assault another member of the party, including special members. (See “**Special Members**” in the “**Character Types**” section above.)

(D)efend: Tells the character to simply defend during the round, thus reducing the chance of being hit.

(U)se an Item: Tells the character to use a magic item or missile weapon from the inventory that's currently equipped for use. You may be required to specify a target for the effect.

(B)ard Song: Tells the Bard to play a short tune to affect the party in some fashion

(C)ast a Spell: Tells a magic user to cast a spell at the party or a group of foes. You must enter the spell code and specify a target.

(H)ide in Shadows: Tells a rogue to try and avoid combat by hiding in the shadows. If successful, the rogue is skipped as a target when the combat round begins.

Your first four party members (0-3) can be physically attacked by monsters and can also retaliate. The last three characters can be attacked with magic only, and can retaliate with magic only. Using this method puts your first four characters on the front line of attack, and holds the others in reserve in case the front four don't fare to well. Monsters within melee range operate similarly; they're the only group that can attack or be attacked physically.

When the battle commands for all your party members have been entered, the round begins. The most dexterous and powerful characters and monsters usually strike first, but luck, character level, and character class also play a role in the combat. The outcome of evenly matched battles, however, often depends on getting in the first blow.

The scrolling speed of the combat messages can be increased or decreased according to your taste. See the Command Summary Card for details on this option.

Dead monsters are removed from the ranks of your foes, and dead characters (including non illusionary special members) are moved to the end of your party list at the end of every combat round. When combat ends — when either your party or the monsters are destroyed — treasure and experience points are distributed among the survivors.

Tips from the Adventurer's Guild: Combat

1. The character with the highest dexterity rating and level number usually attacks first. Use the character with the highest dexterity rating to attack especially fearsome creatures such as Dragons. Less dexterous characters might not survive long enough to get in the first strike.
2. Use spells and Bard song to lower the armor class of your entire party. Remember, the lower the armor class rating the better.
3. If attacked by more than two groups of monsters, concentrate your efforts on the magic users first. If you can't kill all the magic-using monsters, cast magic-repellant spells to protect your party from illusions, possessions, and other spells.
4. As a general rule, attack groups containing only one monster last, unless it contains a particularly deadly monster, then attack it while your party is strong.
5. Many undead monsters (monsters who have returned from the dead; i.e., zombies) can drain experience levels, rapidly age characters, critically hit, or even turn characters to stone. Treat the undead with respect — kill them quickly.
6. Be prepared to lose a lot with level one and two characters; especially at night and when you're walking unarmed to Garth's Equipment Shoppe. In fact, it's a good idea to stay close to Temples at night so you can heal wounds quickly.
7. Remember that you cannot physically attack a group of monsters that are more than 20' away. You can't advance up to them either, if there is another group already within melee range. For this reason, keep a well-stocked supply of missile weapons (i.e., arrows, spears, axes, etc.) — they allow you to attack monsters who hide behind others.

MAGIC SYSTEM

Magic is power. But although magic often means the difference between success and failure in the Realm of the Bard, it isn't always necessary or wise to rely on magic. There are places in the Realm where magic doesn't work, and certain monsters who are highly resistant to magic. Sometimes your characters will just have to work up a sweat using good old brute force.

Residual Spells

The best way to tell if your party is in an anti-magic zone is to watch your residual spells. Residual spells are magic spells that work for long periods of time, such as light spells, trap detection, secret door detection, and magical armor. Most residual spells display a symbol above the main message box onscreen to tell you that the spell is still active. If one symbol disappears, the spell has expired. If all but a magic light spell disappears, you are probably in an anti-magic zone. All spells except magic light are canceled in anti-magic zones.

Spells have a point cost. Each spell costs the casting mage a small amount of sorcerel energy. A mage can recharge his sorcerel energy in three ways:

1. Enter direct sunlight. Sorcerel energy recharges automatically in direct sunlight.
2. Regenerate at Roscoe's Energy Emporium. Roscoe has prices that would make OPEC blush.
3. Find one of the special regeneration zones scattered throughout the Realm. Regeneration zones can be anywhere in dungeons.

Magic Items

Inanimate objects can possess magical power also. Magical weapons, for instance, inflict extra damage, while magical armor provides extra protection. Other magical items radiate special energy that is beneficial to your party. You may even need to find magic keys or talismans which are necessary and that will give you access to secret or protected areas in the Realm. Magical items are often hidden in dungeons or carried by monsters.

The general rule is: the more powerful the item, the harder it is to obtain. The most powerful magic items are usually found in the most challenging dungeons, guarded by the fiercest monster. When you obtain one of these important items, be sure to guard it well — it may be the key to becoming The Destiny Knight.

Casting Spells

You cast spells by typing a four-letter abbreviation of the spell name when the computer prompts you to do so. The entire list of spells, codes, and spell points required for each begins in the "Conjurer Spells" section later in the manual.

Magic Users

Magic users begin the game with the knowledge of all the spells for their magic user class and level. Magic users learn new spells by level (in groups), rather than one spell at a time. Each level can contain from 2 to 4 spells. For instance, a first level Conjuror will automatically know all the Conjuror spells for the first level (a total of 3 spells.) A third level Conjuror will know the first, second, and third level Conjuror spells (a total of 9 spells.)

Conjuring: Conjurors perform the instantaneous creation of objects and effects by channeling their sorcerel energy. Conjuror spells are potent, but not omnipotent because of the enormous amount of energy required to create even a moderate effect.

Conjurors can also affect natural phenomena to produce new effects. One example would be distorting the space-time continuum in order to teleport living creatures to new locations.

Magic: Magicians can bestow magical effects on common objects. This is not to say that the item becomes magical, it doesn't. But it does radiate magical energy for the duration of the spell. Spells usually last as long as the combat continues.

The main purpose of the magic practiced by Magicians are to increase an item's capabilities, give the item new capabilities, or to transform the item into something completely different. For example, a magician might cast a spell that makes a sword inflict more damage, makes dungeon walls glow, or causes a wall to totally vanish for one move.

Sorcery: Sorcerers can cast illusions and possess a heightened sense of awareness. The Sorcerer's motto is, "Seeing is believing." Sorcerers create illusions by first envisioning an image, then magically projecting that vision onto the retinas of all who watch.

When supplemented with the appropriate stimulus to the victim's other senses, the illusion is so real it can hurt, even kill, the victim. Naturally, the illusions are only effective as long as the victim believes them to be real. As soon as the victim stops believing in the illusion, the spell is broken. Because of their heightened senses and precise control of the mind, Sorcerers can often see things that aren't readily apparent.

Wizardry: Wizards can summon and control supernatural creatures and energies. The Wizard has fewer spells to choose from than the other classes, but Wizard spells are by far the most powerful.

The creatures a Wizard summons come from the Negative Plane. As a

The Bard's Tale II™

special member controlled by your Wizard, these otherworldly creatures will stay in your party and fight until defeated.

In addition to summoning Negative Plane creatures, the Wizard can often trap and control normal monsters, and can harness incredible energy sources as well.

Archmagedom: Archmages are the wise ones who have progressed through at least three levels for each of the four mage classes. This gives the Archmage the ability to pick and choose from up to 75 of the known spells. The Archmage is one of the most powerful and well-respected characters in the Realm of the Bard.

Moving Up In Rank

Mages who know at least three spell levels in an art (a magic user class), can move up to a new mage class with the blessing of the Review Board. This means a level 5 Conjurer can become a level 1 Magician.

Moving to the new class resets the character's experience points to 0, but leaves the other attributes such as hit points, spell points, and gold as they were. The character also retains knowledge, and can use all the Conjurer spells — but only through spell level 3.

Once a character moves to a new magic user class, he or she cannot go back and learn the skipped spell levels.

THE BOOK OF SPELLS

The following sections list and describe all of the spells known to Realm magic for each of the four mage classes. The sections are organized as follows:

KEY

CODE Pt. Cost Range Duration

SPELL NAME — a brief description of the spell's effect and any special instructions for use.

The range of effectiveness is measured in number of game squares, with each square equivalent to 10 feet (10'). The range terms are defined below:

View	affects line of sight
1 Foe	affects a single monster, regardless of the number your party faces.
1 Wall	affects a wall in the direction the spellcaster faces.
All Foes	affects all the monsters your party faces.
Group	affects 1 of up to 4 monster groups.
Self	affects the spellcaster only.
##'	affects anything in the direction the spellcaster is facing for the number of feet specified with ##.
Char	affects the party member you designate.
Special	affects the special member you designate.
'	signifies a spell that hits with full effectiveness up to the listed range, and at reduced effectiveness when it hits at double the listed range.
N/A	provides information, knowledge, or some other effect that renders a range measurement Not Applicable.

In addition to a range, spells have a duration or lifetime. The duration terms are defined below:

Combat	lasts until combat ends through party victory, monster victory, or running away.
1 Move	lasts for exactly one move.
1 Round	lasts for the entire round of combat.
Short	lasts a few minutes only.
Medium	lasts several minutes.
Long	lasts twice as long as Short spells.

The Bard's Tale II™

Indefinite	lasts until the party enters the Adventurer's Guild or an anti-magic zone.
Misc	has multiple or variable ranges.
N/A	is so short, assigning a duration is Not Applicable. The result of the spell is immediate.

CONJURER SPELLS

Level 1

MAFL 2 VIEW MEDIUM

MAGE FLAME: a small self-propelled "torch" appears and floats above the spellcaster as he travels.

ARFI 3 1 FOE (10') N/A

ARC FIRE: a fan of blue flames jets from the spellcaster's fingers, inflicting 1 to 4 hits of damage, which are multiplied by the spellcaster's level, on the selected opponent.

TRZP 2 30' N/A

TRAP ZAP: disarms any trap within 30 feet (3 squares), in the direction the spellcaster is facing. TRZP also works on chests, but still costs the same amount of spell points.

Level 2

FRFO 3 GROUP COMBAT

FREEZE FOES: binds your enemies in magical force, slowing them down and making them easier to hit.

MACO 3 N/A MEDIUM

KIEL'S MAGIC COMPASS: a compass of shimmering magelight appears above the party and shows the direction they face.

WOHL 4 CHAR N/A

WORD OF HEALING: lets a spellcaster heal a party member who suffers from 4 to 16 points of damage by uttering a single word.

Level 3

LERE 5 VIEW LONG

LESSER REVELATION: an extended MAGE FLAME spell that also reveals secret doors.

The Bard's Tale II™

LEVI 4 PARTY SHORT

LEVITATION: partially nullifies gravity, causing the party to float over traps, or up or down through portals.

WAST 5 GROUP (20') N/A

WARSTRIKE: an energy stream shot from the spellcaster's finger that sizzles a group of foes for 5 to 20 hits of damage.

Level 4

INWO 6 PARTY N/A

ELIK'S INSTANT WOLF: summons a giant, extremely fierce wolf to join your party.

FLRE 6 CHAR N/A

FLESH RESTORE: a powerful healing spell that restores 10 to 40 hit points to a party member, including those stricken with insanity or poisoning.

Level 5

GRRE 7 VIEW LONG

GREATER REVELATION: operates like LESSER REVELATION, but illuminates a wider area for a longer period of time.

SHSP 7 GROUP (20') N/A

SHOCK-SPHERE: creates a large globe of intense electrical energy that envelops a group of enemies and inflicts 10 to 40 hits of damage.

Level 6

INOG 9 PARTY N/A

ELIK'S INSTANT OGRE: materialize the biggest, meanest ogre you've ever met to ally with your party.

MALE 8 PARTY INDEF

MAJOR LEVITATION: operates like LEVI from level 3, but it lasts dispelled (i.e., until the spell is terminated by some event such as activating an anti-magic square).

Level 7

FLAN 12 PARTY N/A

FLESH ANEW: operates like FLRE, but affects every member of the party.

The Bard's Tale II™

APAR 15 PARTY N/A

APPORT ARCANE: teleports the party within a dungeon to any location that's not protected by a teleportation shield. Also teleports the party between cities that are in the range of +1 to 6. Your party always arrives in the city's Adventurer's Guild.

FAFO 18 GROUP N/A

FAR FOE: moves a group of foes 40 feet further away from your party, up to a maximum distance of 90 feet.

INSL 12 PARTY N/A

ELIK'S INSTANT SLAYER: materializes a slayer that joins your party. What's a slayer? The name speaks for itself...

MAGICIAN SPELLS

KEY

CODE Pt. Cost Range Duration

SPELL NAME — a brief description of the spell's effect and any special instructions for use.

Level 1

VOPL 3 CHAR COMBAT

VORPAL PLATING: causes the weapon (or hands) of a party member to emit a magical field that inflicts, which causes 2 to 8 points of additional damage.

QUFI 3 CHAR N/A

QUICK FIX: regenerates a character for precisely 8 hit points up to the character's maximum hit point level.

SCSI 2 PARTY N/A

SCRY SITE: causes a dungeon or wilderness pathway to reveal the party's location.

Level 2

HOWA 4 1 FOE (10') N/A

HOLY WATER: holy water sprays from the spellcaster's fingers, inflicting 6 to 24 points of damage on any foe of evil or supernatural origin.

MAGA 5 CHAR COMBAT

MAGE GAUNTLETS: makes the hands (or weapon) of a party member more deadly by adding 4 to 16 points of damage to every wound it inflicts on a foe.

The Bard's Tale II™

AREN 5 30' SHORT

AREA ENCHANT: causes the dungeon walls within 30 feet (3 squares) of a stairway to call out if the party is headed toward the stairs.

Level 3

MYSH 6 PARTY MEDIUM

YBARRA'S MYSTIC SHIELD: causes the air in front of the party to form an invisible shield that's as hard as metal and precedes the party as they move.

OGST 6 CHAR COMBAT

OSCON'S OGRESTRENGTH: endows a specific party member with the strength of Elik's ogre for the duration of the battle.

STFL 6 GROUP (40') N/A

STARFLARE: ignites the air around your enemies, scorching them for 10 to 40 damage points.

Level 4

SPTO 8 1 FOE (70') N/A

SPECTRE TOUCH: drain a single enemy of 15 to 60 points of damage; like a touch from death itself.

DRBR 7 GROUP (30') N/A

DRAGON BREATH: let's the spellcaster breathe fire at a group of monsters, inflicting 11 to 44 points of damage on each monster.

Level 5

ANMA 8 PARTY COMBAT

ANTI-MAGIC: causes the ground to absorb a portion of the spells cast at the party by monsters. Often allows the party to escape unharmed. This spell also aids in disbelieving illusions and shielding against magical fire such as Dragon Breath.

STTO 8 1 FOE (10') N/A

STONE TOUCH: usually turns an enemy to stone (except those already made of stone).

Level 6

PHDO 9 1 WALL 1 MOVE

PHASE DOOR: turns almost any wall to air for exactly one move.

The Bard's Tale II™

YMCA 10 PARTY INDEF

YBARRA'S MYSTICAL COAT OF ARMOR: operates like YBARRA'S MYSTIC SHIELD, but lasts indefinitely.

Level 7

REST 12 PARTY N/A

RESTORATION: regenerates the body of every party members to perfect condition; it even cures insanity or poisoning.

DEST 14 1 FOE (10') N/A

DEATHSTRIKE: very likely to kill one selected enemy.

WZWA 11 PARTY N/A

WIZARD WALL: create a wall of force that travels with the party and absorbs many of the enemy's attacks.

SASP 30 PARTY N/A

SAFETY SPELL: teleports your entire party to the Adventurer's Guild in Tangramayne, minus all gold. Use this spell only in dire emergencies because it is not 100% reliable.

SORCERER SPELLS

KEY

CODE Pt. Cost Range Duration

SPELL NAME — a brief description of the spell's effect and any special instructions for use.

Level 1

MIJA 3 1 FOE (40') N/A

MANGAR'S MIND JAB: casts a concentrated blast of energy at one opponent, inflicting 2 to 8 points of damage for each experience level of the spellcaster.

PHBL 2 PARTY COMBAT

PHASE BLUR: causes the entire party to waver and blur in the sight of the enemy, rendering your party difficult to strike.

LOTR 2 30' SHORT

LOCATE TRAPS: heightens the spellcaster's awareness in order to detect traps within 30' along the direction the spellcaster is facing.

The Bard's Tale II™

Level 2

DISB 4 PARTY N/A

DISBELIEVE: reveals the nature of any attacking illusion, causing it to vanish.

WIWA 5 PARTY N/A

WIND WARRIOR: creates the illusion of a battle-ready ninja among the ranks of your party. The ninja will fight until defeated or disbelieved.

FEAR 4 GROUP COMBAT

WORD OF FEAR: an incantation that causes a group of enemies to quake in fear, thus reducing their ability to attack and inflict damage.

Level 3

WIOG 6 PARTY N/A

WIND OGRE: similar to ELIK'S OGRE, but the WIOG is an illusion.

INVI 6 PARTY N/A

KYLEARAN'S INVISIBILITY SPELL: an invocation that renders the party nearly invisible to the enemy.

SESI 6 30' MEDIUM

SECOND SIGHT: heightens the spellcaster's awareness in order to detect all manner of traps and tricks that lie directly ahead.

Level 4

CAEY 7 VIEW INDEF

CAT EYES: endows the entire party with perfect night vision for an indefinite periods of time.

WIDR 12 PARTY N/A

WIND DRAGON: creates an illusionary red dragon to join the ranks of your party.

Level 5

DIIL 8 ALL FOES COMBAT

DISRUPT ILLUSION: destroys any illusions among the ranks of the enemy and prevents new illusions from appearing. This spell also exposes any Doppelgangers within the party.

MIBL 10 ALL FOES (30') COMBAT

MANGAR'S MIND BLADE: strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.

The Bard's Tale II™

Level 6

WIGI 13 PARTY N/A

WIND GIANT: creates an illusionary storm giant that joins and fights for the party.

SOSI 11 30' INDEF

SORCERER SIGHT: operates like the SECOND SIGHT spell, but lasts indefinitely.

Level 7

WIMA 14 PARTY N/A

WIND MAGE: creates an illusionary Archmage to join your party.

WIHE 16 PARTY N/A

WIND HERO: creates an illusionary hero to join your party.

MAGM 40 ALL FOES (90') N/A

MAGE MAELSTROM: assaults a group of spellcasters and may do one of the follow: inflict 60 to 240 points of damage, turn them to stone, or kill them outright. However, because the maelstrom is illusionary in nature, a disbelieving monster can totally disarm it.

???? 100 UNKNOWN UNKNOWN

????: Known only as "The Dreamspell," it is the subject of myth and speculation and no one knows this spell's code. Legend has it that this is a spell of such magnitude that it can actually rip the fabric of reality in half.

WIZARD SPELLS

KEY

CODE Pt. Cost Range Duration

SPELL NAME — a brief description of the spell's effect and any special instructions for use.

Level 1

SUEL 10 PARTY N/A

SUMMON ELEMENTAL: creates a fire-being from the raw elements of the universe to join and fight for your party.

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FOFO 11 GROUP (10') N/A

FANSKAR'S FORCE FOCUS: lands a cone of gravitational energy on a group of your foes, inflicting 25 to 100 points of damage.

Level 2

GATE 12 PARTY N/A

GATE: bids a shadowy wraith to unwillingly join your party.

DEBA 11 1 FOE (30') N/A

DEMON BANE: inflicts 100 to 400 points of damage on a single creature of evil or supernatural origin.

Level 3

FLCO 14 GROUP (30') N/A

FLAME COLUMN: creates a cyclone of flame that lashes out and delivers 22 to 88 points of damage to a group of your foes.

DISP 12 CHAR N/A

DISPOSSESS: returns a possessed party member to the normal state of consciousness.

Level 4

PRSU 15 PARTY N/A

PRIME SUMMONING: forces a powerful undead creature to join and fight for your party.

ANDE 14 CHAR COMBAT

ANIMATE DEAD: reanimates a dead character with living strength so he or she attacks enemies as if truly alive — combat only spell.

Level 5

SPBI 16 1 FOE N/A

BAYLOR'S SPELL BIND: If successful, this spell possesses the mind of an enemy and forces him to join and fight for your party.

SOWH 13 1 FOE (70') N/A

STORAL'S SOUL WHIP: whips out a tendril of psionic (mind) power to strike a selected foe, inflicting 50 to 200 damage points.

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Level 6

GRSU 22 PARTY N/A

GREATER SUMMONING: operates like PRIME SUMMONING but causes a powerful elemental creature to appear and fight for the party.

BEDE 18 CHAR N/A

BEYOND DEATH: restores life and one hit point to a deceased character.

Level 7

WIZW 16 GROUP (50') N/A

WACUM'S WIZARD WAR: creates a pyrotechnical storm over a group of monsters, inflicting 50 to 200 damage points.

HERB 25 PARTY N/A

SUMMON HERB: summons Herb to join your party. Herb is really busy, but he'll hang out with your party for a while if you need him.

Archmage Spells

Level 1

HAFO 15 ALL FOES 1 ROUND

OSCON'S HALT FOE: if successful, this spell causes every attacking group to do nothing during the next round.

MEME 20 GROUP (50') N/A

MELEE MEN: pulls an attacking group into melee range (10') regardless of how far they were when they began attacking.

Level 2

BASP 28 PARTY MISC

BATCH SPELL: performs the following multiple spells: GREATER REVELATION, YBARRA'S MYSTICAL COAT OF ARMOR, SORCERER SIGHT, MAJOR LEVITATION, and KIEL'S MAGIC COMPASS.

Level 3

CAMR 26 PARTY N/A

CAMARADERIE: has a 50% chance of calming any or all monsters in your party that have turned hostile.

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Level 4

NILA 30 GROUP (90') N/A

FANSKAR'S NIGHT LANCE: launches a chilling missile against a group of foes, inflicting 100 to 400 damage points.

Level 5

HEAL 50 PARTY N/A

HEAL ALL: a BEYOND DEATH spell that resurrects every dead member (including those turned to stone), and heals all wounds, paralysis and insanity.

Level 6

BRKR 60 PARTY N/A

THE BROTHERS KRINGLE: the brothers are always ready to help friends in trouble. Enough brothers appear to fill the empty slots in your party.

Level 7

MAMA 80 ALL FOES (90') N/A

MANGAR'S Mallet: inflicts 200 to 800 bone-crushing damage points against every monster group you face.

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Bard Songs

The Bard has seven tunes that he can sing one at a time while exploring or during combat.

1. The Archer's Tune: Double the party's missile damage, and cuts the missile damage inflicted by a foe in half. Missile weapons are those weapons that are thrown or shot such as arrows, spears, and axes.
2. Spellsong: Bonus to saving roll. This means the party is less likely to be damaged by magic and traps.
3. Sanctuary Score: Lowers the Armor Class for all party members.
4. The Melee March: Increases the party's hit points for extra protection and also increase the damage points inflicted on enemies.
5. Zanduvar Carack: Protection from traps when played under normal conditions, but heals during combat.
6. Rhyme of Duotime: Regenerates spell points at twice the normal speed when played under normal conditions, and provides extra attacks during combat.
7. The Watchwood Melody: Creates light. May work even in anti-magic zones.

Tips from the Adventurer's Guild: Magic

1. Don't venture too far into dungeons without your maximum spell points. It's a good rule is to leave a dungeon when you're down to one quarter of your maximum spell points.
2. Carefully manage your spell points. Don't use a magic light spell when a torch will work just as well. But don't be shy about using magic in combat. If you've got it, flaunt it...rock 'n' roll.
3. Locate traps. Second Sight and other sorcerer sight spells can identify traps within 30 feet (3 squares). The Trapzap spell disarms all traps within 30 feet.
4. Play a long-lasting Bard song right before entering a tavern — it's like getting a free spell.
5. Try using a light spell or singing bard tune number 7 even in anti-magic zones. Though the spell won't last, it will provide a brief flash of light that may help you get your bearings. This trick occasionally works with ordinary torches and lanterns.

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6. The screen flashes when your party is teleported. This is handy to know because many dungeon corridors look alike, and it's sometimes hard to tell when your party has been teleported to a new location.

ITEMS

The following items are found in Garth's Equipment Shoppe in unlimited quantities:

Torch	lights your way in dungeons. Not nearly as precious as spell points.
Lamp	longer duration than a torch, but more expensive too.
Broadsword	most damaging nonmagic sword
Short Sword	a lighter sword that can be used by all mages.
Dagger	usable by all, not too effective
War Axe	a heavy, damaging weapon that can' be used by rogues or magic users.
Halbard	a combination battle axe and pike. The most damaging nonmagical weapon.
Staff	a short, heavy club.
Spear	a javelin-like weapon that must be thrown.
Buckler	a small round shield.
Tower Shield	a larger shield.
Leather Armor	the lightest armor.
Chain Mail	light, metal-mesh armor. Protects best against light weapons.
Scale Armor	stronger than chain mail and difficult to pierce.
Plate Armor	strongest nonmagical armor.
Robes	nice around the house but no protection in a dungeon.
Helm	head protection from all but the fiercest attack.
Leather Gloves	light protection for the hands.

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Gauntlets	metal gloves.
Mandolin	the Bard's instrument of war...
Long Bow	used to launch arrows at your opponents.
Arrows	missile weapons that must be launched with the long bow.

Item Abbreviations

<u>FGN</u>	the abbreviation for figurine; a magical statuette that can come to life.
<u>MTHR</u>	an abbreviation for Mithril, an elven metal with magical qualities.
<u>ADMT</u>	abbreviation for Adamant, another magical metal.
<u>DMND</u>	abbreviation for Diamond; the hardest substances in this world or the Realm.
<u>SGMT</u>	a segment of the Destiny Wand.

Tips from the Adventurer's Guild: Items

1. Generally, the more expensive an item is, the better it works. Just like in your own world.
2. There are no cursed or bad items, but some may be useless.
3. Don't be stingy. Buy the best equipment you can afford — spend the whole bank roll. After all, if your party is well equipped they'll get more gold from the monsters they defeat, and if your party is killed, the saved gold won't do you any good anyway.
4. Experiment with the items you find to determine their capabilities. Magical items are often the key to success, and remember, an item may be magical for only certain characters or classes, so trade the item between your characters.
5. Make sure that some characters have open space in their inventory, or your party won't be able to pick up new magical items in their travels.
6. Save your party to disk as soon as they capture a particularly interesting or powerful magic item. This way, even if disaster strikes, you'll still have the item.

The Bard's Tale II™

7. The Sage can answer questions about the purpose behind some of the items you'll find in the higher level dungeons, but be prepared to pay a steep price.
8. Destiny Wand segments contain powerful magic. Each segment contains magic that creates its own specific effect. You will have to experiment with the segment to learn how to use the magic.
9. The Destiny Knight game disks and manual aren't protected by magic shields or quick fixes. Don't leave them where little monsters can eat them.
10. Here's a final clue that may (or may not) help you:

1. ↓ ↓ ↓ ← ↑ ← ← ← ← ↑ → → → → ↑ ← ↑
2. ↓ ↓ ↓ ← ← ← ← ← ← ↑ ↑ ← ↑ → → ↓ ↓ → → ↑ ← ↑ → → ↑
3. ← ↓ → ↓ ↓ ← ← ← ← ← ← ← ← ↑ ↑ ↑ ↑ → → → ↓ ↓ → → → ↑ ↑
4. ← ↓ ← ← ↑ → ↑
5. ↓ ↓ ↓ ← ← ← ← ← ↑ → → → → ↑ ← ← ← ← ↑ → → → ↑
6. ↓ ↓ ↓ ← ↑ ↑ ← ↓ ↓ ← ← ← ← ↑ → → → ↑ ↑ → ↑
7. ↓ ← ← ← ← ← ↓ ↓ ← ← ↑ ↑ ↑ → → → → → → ↑

Beyond the Bard's Tale, as was told,
An epic great will now unfold
And in the quest, before thy sight,
A mortal man becomes the Knight.

Of wounds this many can never die;
His lips will never, voice the cry
Which doomed another, ages gone
Who now is trapped as evil's pawn.

Of puissant might and matchless brawn
The knight's fierce fate is plainly drawn
Upon the tome of life, in fact
And in this power lies the pact.

So seek the wand, and face the snare
Yet in no way can you prepare
For Zanta's wrath and endless guile —
Now try the quest, friend... for a while.

*the BARD's
tale III™*

The Bard's Tale III

Contents

Introduction	96
Objectives	97
Getting Started	
The Command Summary Card	97
Pre-Built Parties	98
Creating Characters	98
Viewing Your Characters	102
Onscreen Statistics	104
Special Characters	104
Moving Up In Levels	105
Places	106
Combat Systems	107
Items And Equipment	109
Magic Users	110
Conjurer Spells	112
Magician Spells	114
Sorcerer Spells	116
Wizard Spells	118
Archmage Spells	120
Chronomancer Spells	121
Geomancer Spells	122
Bard Songs	124

The Bard's Tale III™

INTRODUCTION

As I lay dying... I pray my body does not fail me before I am able to complete this most important missive. I pray as well that, somehow, the heroes who once before saved Skara Brae will find this accounting and act upon it. I leave this record so those who come after will know what horrors that the Mad God Tarjan has perpetrated, and so that they will not be lulled into believing that Skara Brae was his sole target.

How can I describe that day. Nay, it did not begin like all others, for on that day we celebrated the victory over Mangar that had so recently liberated our city. Bards from the world over arrived in Skara Brae to play and herald the brave deeds of those heroes who saved us. The townspeople danced in the streets with happiness, and the great festival filled all with an overwhelming joy of life and renewed hope for the future.

Then Mangar's Master, The Mad God Tarjan, arrived to reduce our day of celebration into a day of mourning. His shadow sank the city into pitiless black oblivion. Foul creatures that had festered in his flesh like maggots burst forth to assault fair Skara Brae. People ran, but could not run swiftly enough to escape. Tarjan's minions left none untouched.

Forgive the shakiness of my script, for life ebbs painfully from my body as I write. Tarjan, mocking my death curse, told me Skara Brae was merely one in a series of conquests he had long contemplated to complete his revenge. He laughed when I said heroes would come to destroy his mad plan, yet I sensed fear in his voice when I promised that the legendary Hawkslayer, and those who defeated Mangar, would return again to triumph. As payment for my threat, he gave a swift twist of his jewelled sword into my belly.

Tarjan must be stopped. Whosoever reads this, you must get word to the heroes. This will be their greatest challenge, for upon their efforts rests the fate of more than Skara Brae, more than the Six Cities of the plains. Their failure will mean the extinction of all life - save for the wretched Tarjan and his servile parasites. Pray for success... and life renewed.

OBJECTIVES

You must assemble a group of adventurers who will travel to the seven dimensions in search of the source of Skara Brae's destruction. Along the way, you'll gather words, spells, and items that will help you in your final battle against the repugnant Evil One. If you successfully destroy the Evil One, Skara Brae will be released from the bond of ruin.

Using logic is key to surviving in each of the dimensions. Let's say you're trekking around in some icy, arctic-like zone and a monstrous snow wolf steps into your path, bares its teeth, and then proceeds to chew off your ankle. You have a bag of spells to choose from, but one type of spell would be especially effective. (Hint: Trying to freeze the snow wolf in an ice storm is not the best choice.)

Throughout the game, you'll need to make important decisions about how to accomplish certain tasks. You won't want to proceed in the usual "whatever works" method. It will pay to think it out.

GETTING STARTED THE COMMAND SUMMARY CARD

The first thing you need to do is read the Command Summary Card, which tells you how to get Thief of Fate running on your computer. It also tells you how to use the disk utilities and how to transfer characters from The Bard's Tale I, II, Ultima III, IV and Wizardry I, II, III (The option to transfer characters may not be available on all computers). In addition, it lists the keystroke commands you'll be using.

Once you load Thief of Fate and start the game, the first place you'll be in the Refugee Camp (See "Refugee Camp" for more details on this important place). From here, you'll create your characters and decide who you want in the party. After you select the party members, it's into the wilderness you go.

PRE-BUILT PARTIES

When you enter the Refugee Camp, you'll find a group of adventures called *INTERPLAYERS ready to do your bidding. They're not the most seasoned of adventurers, but they're good enough for you to sample Thief of Fate with. Use these characters to find out how commands work, what different races and classes do, how it feels like to get repeatedly attacked, and, in general, what the Realm is like. When you're ready, you can create your own characters. Refer to the Command Summary Card to find out how to enlist their services.

CREATING CHARACTERS

Creating characters who can effectively do their jobs is one key to your success. Use the following guidelines to create your character:

1. Select a sex.
2. Select a race.
3. On the next screen, you'll see the attributes. If you're not satisfied with these attributes, press <ESC> and you'll return to the screen with the races. Start over again.
4. If you're satisfied with the attributes, choose a class.
5. Name the character, and he or she will be saved on your character disk.
6. To use the character, you must add him or her to the party with the "Add a member" command.

Sex Choose between male or female.

Sex doesn't affect your abilities to carry out your tasks; it only affects how you look on your Character Profile screen.

Races

Humans: Their strength and inventiveness make them one of the best survivors. Never lacking in aggression, they can handle themselves in just about any adverse setting.

Elf: Fair of hair and skin, the Elves are slightly taller, faster, and more agile than humans. Although weaker, they make up for this by being more skilled in magical arts and war strategies.

The Bard's Tale III™

Dwarf: Stout and short, these people are amazingly strong and healthy. Brightness, however, is not a shining attribute of theirs.

Hobbit: The Hobbit is deft and clever, which are ideal traits for thieving. Their favorite boast is "A locked door is soon no more."

Half-Elf: The result of an Elf and Human friendship, Half-Elves acquire their fair hair and light skin from Elves, and their physical bulk from Humans.

Half-Orc: Orcs are the henchmen of evil wizards who are capable of little more than following orders for physical dirty work. Half-Orcs are tempered with Human blood, so while they're still dangerous, they aren't completely mindless drones forever in search of necks to wrench.

Gnome: Gnomes are much like Dwarfs, but a little more anti-social due to a deficit in beauty. Because they've spent so much time studying alone, Gnomes have developed a certain flair for magic.

Character Attributes

As you create your characters, these attributes appear above the race categories at the top of the screen. They're your character's vital statistics. These values will determine how successful your character performs in his or her class (or "profession").

Strength (ST): Nobody really wishes to be light on might, but strength is especially important to fighters.

Intelligence (IQ): If you don't have brawn, then you better have brains. Magicians get bonus spell points for high intelligence scores.

Dexterity (DX): This helps determine how fleet of feet and nimble of hand you'll be. A high score makes you harder to hit and helps you land the first blow. For Rogues, the higher this value, the less likely they'll get their fingers snapped off in traps.

Constitution (CN): This represents your overall health. The higher this is, the more damage your opponent must inflict on you before you need to start thinking about death. Should you be blessed with strong constitution, you will get bonus hit points.

Luck (LK): Luck is ambiguous and unpredictable; you never know what alliance it has made with fate. One thing is known about luck: lucky souls are more likely to resist evil magic and avoid traps.

The Bard's Tale III™

Classes

No one class, or profession, is nobler than the next. As the mix of strings on the Bard's mandolin makes for a richer sound, so will a mix of classes make for a richer journey. Create a party with no Rogues or Bards, and you'll have nobody to steal flowers for your grave and sing at your funeral. While there are 13 classes to your choosing, only eight are available to the first-time adventurer.

Warrior: It's a rare weapon that this king of fighters can't handle. Warriors gain an extra attack capability for every four levels of experience after the first; a reward for becoming more adept in battle.

Paladin: This fighter swears to battle all evil and uphold honor and purity. Due to their virtuous nature, the Paladin can handle some enchanted weapons that others can't and also have greater resistance to spells cast on them.

Hunter: These are the skilled assassins. Their combat approach is to aim for the vital organs or nerve center and do away with an opponent with as little swordplay as possible.

Monk: These are no ordinary, somber, brown-robed, porridge eaters. Monks are actually adept fighters skilled in the ways of martial arts. While Monks with more experience prefer to fight with their bare hands, they can also use traditional weapons. A Monk's armor class improves as he or she gains levels.

Bard: Any Bard will tell you that music can do more than soothe the savage beast. The Bard can do a number of things from creating light to regenerating spell points with a mere stroke of the strings.

Rogue: This dexterous thief makes a living out of picking locks and neutralizing traps. If you plan on traveling without a Rogue, prepare to pay a high physical price for your spoils. A Rogue also has the ability to identify mysterious items. And perhaps most important, a Rogue can be an excellent killer due to his or her ability to sneak up close to an opponent before he or she attacks... and you'll soon find out just how important this thief is to your fate.

Conjurer: Conjurers have the ability to heal wounds and create physical phenomena like fire and light.

Magician: A Magician's specialty is to change the properties of physical objects, such as enchanting a sword, turning an enemy to stone, or making a dungeon wall vanish.

The Bard's Tale III™

Sorcerer: These mages weave weighty illusions, ones that a newly-made character surely couldn't handle. You must know at least three spell levels from the Magician and Conjurer classes.

Wizard: Rumor of the Realm is that these mages have the power to summon and bind creatures of the supernatural, creatures who react foully to being dragged out of their worlds on someone else's whim.

Archmage: Archmages must have mastered all the spells of any three magic classes. With this hefty experience requirement, Archmages are undoubtedly the most auspicious among those who cast spells for a living.

Geomancer: Fighters who want to convert to a life of a magic can become Geomancers. Once they choose to change, they can still use the armor, weapons, and magic items that the fighter classes use. Beware: Bards lose their songs, Warriors lose their multiple attacks, Hunters lose their critical hit ability, and Monks lose their armor class bonus and multiple attacks. It's part of the trade off. To become a Geomancer, you must find the one special location that performs the rite of passage to this mage class.

Chronomancer: Chronomancers are the travel experts of the magic users. Before becoming one, a magic user must master all the spells of any three mage classes. And once you become a Chronomancer, you lose the power to use all the spells you previously learned. It may sound unfair, but the Chronomancer needs to focus all of his or her attention on the important dimension teleport spells. Don't think you can get around without this spellcaster, because you just can't.

Tips from the Refugee Camp - Characters

- Don't worry about losing a level 1 character; just make another one if he or she dies. However, when your characters reach level 3, regularly back up your character disk with your favorite disk copy utility or prepare to shed tears over a lost character.
- If your favorite character is killed, you can resurrect him or her with magic, or with gold if you can find a shrine that raises the dead. You can also turn off the computer, reboot, and reload your party from the point where you last saved them to disk (which means all the characters lose any gold or experience points they may have earned since the last time you saved them). Or, you can delete the dead character from your main character disk and replace that character from your backup disk.

The Bard's Tale III™

- When you roll for attributes, shoot for 16's, 17's and 18's since they can make a big difference. For example, high dexterity gives you bonus armor protection and first-strike capabilities; luck often lets you survive if you accidentally spring a trap; constitution provides all characters with extra hit points; and high intelligence gives mages bonus spell points in later turns.
- Certain races rely on certain attributes being strong. A mage who is strong but not intelligent is at a far greater disadvantage than a mage who is intelligent but weak.
- Develop a Sorcerer quickly to use in dungeons: Wizards, too, are important because they can summon extremely powerful special members. Work toward Archmagedom. You'll also need to prepare at least one character for the role of Chronomancer.
- Experiment with Hunters. They can often kill superior monsters quickly because of their critical hit capabilities. Rogues also have excellent critical hit abilities, but only when they hide in the shadows. And don't dismiss the Monk as a lightweight best left chanting in the monastery; after the sixth level, they're probably the best fighters of all the classes.
- You can always enlist the services of special members and save them to your party.
- Beware of certain magic squares. Keep an eye on your character's statistics while exploring. If you see that your character's spell or hit points are dropping for no apparent reason, your character is probably on a magic square that drains power - jump off the square before he or she is sapped of all strength.

VIEWING YOUR CHARACTERS

At almost any time during the game, you can call up a character to see what his or her status is and what he or she possesses. To do this, enter the character's number. (To view a character's status without bringing up his or her picture, press <Shift> and the character's number.) On the first screen, you'll see the following:

Level: The higher the value, the better your character will perform in his or her role. All newly-made characters start out as level 1. As you gain more experience, you can advance in levels (see "Moving Up in Levels").

Sex, Race, Class, Attribute Values: You learned all about these when you created your characters.

The Bard's Tale III™

Spell Points: This category only pertains to those who cast spells. It shows the most spell points you can ever have, or your spell point potential. Compare the SpPt value on the Onscreen Statistics against his to see how you're doing. For instance, if you have 20 spell points, and the SpPt value is 18, then you have almost all of your maximum spell points. If, however, you're down to 3 SpPt, then you're almost out of power to cast spells. You'll have to wait until they regenerate. To regenerate spell points, you have to be under the healing rays of the sun. They don't regenerate at night, so cut back on unnecessary spell activity during this time. They also won't regenerate in dungeons unless you stand on a magic square, use a spell-regenerating magic item, or play a spell-regenerating Bard's song.

Experience: The more fights you get into (and live through) the more experience you'll gain. When you acquire enough experience points, you can move up a level. How many experience points you need depends on your class. The Old Man in the Review Board will let you know if you have enough, and if not, how much more you need.

Gold: The more the merrier. You acquire gold by killing your enemies and cleaning out their pockets. Gold lets you pay the Old Man his fee for giving you spells, bribe folks for clues, buy drinks, and do a number of other useful things. Don't worry about buying equipment - you can't. (Tarjan doesn't believe in free enterprise so he put Garth's Equipment Shoppe out of business with an awesome incendiary spell.) You'll start out with the weapon and armor that you need. Whatever else you want, you'll have to find.

Pool Gold: Press P to pool gold, and all the other characters will give this character their gold.

Trade Gold: Trade gold lets you trade gold to any other character on the roster. Press T, enter the roster number of whom you will give the gold to, and then enter how much.

Inventory: On the next screen, you'll see the character's inventory (the items he or she is carrying). See the "Items and Equipment" section for more details.

Special Information: On the third screen, you'll see any special information pertaining to your character. Rogues can view their ability percentages for things like disarming traps, identifying chests, hiding in shadows, etc. Bards can view the number of tunes they have left. Magic users can view a list of their spells. Hunters show critical hit percentages. Not all characters will have this third screen of information.

ON SCREEN STATISTICS

The following information always shows on the screen next to your character's name:

Armor Class (AC): This is the level of protection that a character has against physical attack. For a totally unprotected character whose dexterity is low - which is about as bad as it gets - armor class is about ten. As a character's armor class improves, the number gets lower. There are also spells, songs, and items that you can use to lower armor class.

Hit Points (Hits): Hit points represent the amount of damage a character can take before dying. This number represents the character's potential at full health.

Condition (Cond): This is the character's total points for his or her current condition. Compare this value to hit points to determine what condition your character is in. For instance, if hit points is 20, and condition is 17, then you're in good shape because your actual health is close to your potential health. However, if your condition is 5, then you're much closer to death than to life.

Spell Points (SpPt): This is the number of spell points that a magic user has left. When it's down to zero, the magic user can't cast any more spells. Pray no monsters come your way...

SPECIAL CHARACTERS

You may meet special characters during your travels, or summon them with a spell or magic article (the summoned characters are also known as illusionary characters). You can invite as many of these special characters to join your party - granted you have the space in your party. You can save special characters to disk once you return to the Refugee Camp.

Special characters choose their own method of attack and usually go after the first group of monsters. Illusionary characters disappear from the party ranks when they are killed or when a foe disbelieves its existence. If a nonillusionary special character is attacked by another party member for any reason, the special character immediately turns hostile and fights until defeated. Dead special characters can be resurrected and healed just like your regular characters.

Special characters can carry items for your party, but they can't find them or use them. Only the characters you made are capable of this.

MOVING UP IN LEVELS

All newly-made characters start out as level one. As you adventure, fight, and gain experience, you can go up in levels. The higher your level, the better you'll perform in the profession you choose: magic users cast more spells, fighters fight more skillfully, thieves steal more successfully, and so on. To advance, you must go to the Review Board where the Old Man will review your accomplishments and let you know if you are fit for advancement. Or you can go to any of the Wizard Guilds.

Spellcasters need to advance in levels to acquire more spells. What spellcasters would wish to dedicate years of study only to dabble in the same handful of tepid spells all of their lives? The following table shows at what level spellcasters can use certain level spells. For instance, a Wizard with an experience level of 3 can only use spells up to the second level. Spellcasters can reach up to seven spell levels.

<u>Experience</u>	<u>Spell Level</u>
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13+	7

You can advance to a new, more powerful mage class once you learn enough spells from enough mage classes. Just how many spells and just which mage classes you must learn depend on which mage class you want to advance to. When you go to the Review Board, you'll find out exactly which classes you can advance to at that time.

For those seeking to change classes, your experience points will reset to zero, but your other attributes such as hit points, spell points, and gold remain unaffected. A warning to magic users: once you advance to a new mage class, you don't get the chance to learn the magic classes and spell levels that

The Bard's Tale III™

you skipped. For instance, if you become an Archmage without having studied the Sorcerer spells, you can't go back to learn those Sorcerer spells.

PLACES

Despite the fact that much of the Realm was crushed, some places still stand. The Scrapwood Tavern, for one, still does good business.

Refugee Camp

Once, there was a home to travelers called the Adventurer's Guild. Wayfarers stopped there when they wanted to slake a thirst, engage in merriment, or just rest their weary feet. Now that the plague has descended and Skara Brae has been shattered, the Refugee Camp serves as the gathering point for travelers.

Although lacking the niceties of the Adventurer's Guild (tables, heating, vermin-free bedding), you can still do the same things in the Refugee Camp. Come here to create characters, form a party, and save characters to disk. This is where you will begin every game and where you will be returned should all your party perish during the quest.

Scrapwood Tavern

Drink up! This is the only tavern in the vicinity. You may want to fill up a wineskin here so your Bard will not have to go thirsty in some of the more inhospitable, tavernless areas. While you're here, ask the barkeep how things are going...

Mapping

So your exploring efforts aren't wasted, or unnecessarily repeated, you should map your moves. Each "step" you take equals a graph box (which is ten feet from a character's point of view). To aid your mapping, Thief of Fate has an automap feature (refer to the Command Summary Card for the command). If you're outdoors, you'll see a description of where you are and the general time of day.. If you're in a dungeon, you'll see a sketch of the corridors.

Explore and map every square in every maze. There are "Magic Mouths" that will give you hints. Mazes also contain one-of-a-kind magic items and spell regeneration zones. In addition to keeping you alive, carefully drawn maps will show the logical places for secret doors and rooms.

Places No More

If you've traveled the roads of the Realm before in The Bard's Tale I or II, you'll remember casinos, Roscoe's Energy Emporium, Garth's Equipment Shoppe, and Bedder's Bank for the Bold. During the destruction, all these places were put out of business, and remain closed to date. This means that you'll have to find alternatives to each institution. In some cases, there are no alternatives, so find what you can and prepare to live without.

Review Board

Once, this housed the representatives from each of the ten different classes from all over the Realm. They were responsible for advancing adventurers with enough experience points to higher levels. During the dark days, all fled or perished in the attempt. Now, the Old Man sits on the Board, and he alone will answer to your call for advancement.

Tips from the Refugee Camp - Places

- Your first adventure should be in the Mad God's dungeon in Skara Brae. Here you'll build your savvy for fighting, spellcasting, and adventuring.
- Avoid Potential traps. Use the Trap Zap spell when in doubt. It will disarm any trap, including the Gas Cloud trap, famous for its toxic fumes.
- Make sure all members of your party are fully healed before entering a new dungeon. You'll need all your strength for the next onslaught.

COMBAT SYSTEM

Whether or not fighting is your fare, prepare to partake in much of it. It offers the primary means by which you can build experience points. And without experience points, you won't advance far. Without advancement, you are little more than a hapless bunch, doomed to wander the world with a purpose forever unfulfilled.

You can't physically attack enemies more than 10 feet (10') away. If you feel compelled to fight, you'll have to advance. However, you can't advance on them if there is another group already within the 10' melee range. Whoever is closest in the 10' melee range are the lucky monsters who will get to do battle with your party first.

Combat is broken down into rounds. In each round, you need to enter a battle action for each party member.

The Bard's Tale III™

Attack Foes: This sends you headlong into battle with weapons drawn. This is only available to the first four characters on the roster. Attacking a foe doesn't equip a character with a weapon; that must be done before combat.

Defend: This lets you defend yourself during the round. You'll pass on the opportunity to perform any action, which may be a wise move if you're injured.

Party Attack: You will turn on a member in your party, including special members. Useful if one of your characters has been possessed and needs a good beating or if somebody who has joined your party is giving you trouble.

Cast a Spell: This lets the magic users cast a spell. Enter the spell code and, if necessary, specify your target.

Use an Item: You will use a magic item or missile weapon that you've prepared for use.

Bard Song: Instructs a Bard to play a tune.

Hide in Shadows: Rogues will slip into the shadows to avoid combat. Your presence might go undetected as the combat round commences and you'll get to advance 10 feet. If you attack an enemy in the next round who is at your range or less, you have a good chance of getting a critical hit (one that kills) because you'll be striking at the monster from behind.

The first four characters in your party can be physically attacked by monsters and can also retaliate. The last three characters can only be attacked with magic, and can retaliate only with magic. The most powerful and dexterous characters and monsters usually strike first. In evenly matched battles, the outcome often depends on who lands the first blow (hope you have good dexterity). The monsters that you kill during combat are removed from your foe's ranks so their bodies don't pile up and interfere with battle. If anybody dies in your ranks, they are moved to the end of your party list. When combat

ends, treasure and experience points are distributed among the survivors.

You can increase or decrease the scrolling speed of the combat messages. See the Command Summary Card for details on how to do this on your computer.

Tips from the Refugee Camp - Combat

- Don't underestimate the value of dexterity. Use high dexterity and high level characters to attack especially fearsome monsters. Less dexterous characters may not survive long enough to get in the first strike.
- Remember, lower is better when it comes to armor class. Use spells or Bard songs to lower it further and give you an advantage during combat.
- If you're attacked by more than two groups of monsters, focus on the magic users first. If you can't kill all the magic-using monsters, cast magic-repellent spells to protect your party from illusions, possessions, and other spells.
- As a general rule, attack groups containing only one monster last, unless it contains a particularly deadly monster. In that case, get rid of it while your party has the strength to.
- Undead monsters such as zombies are especially troublesome. They can drain experience points, rapidly age characters, critically hit, or even turn characters to stone. Kill them quickly or be killed quickly.
- Keep a well-stocked supply of missile weapons (arrow, spears, etc.) so you're prepared to attack monsters who hide behind other monsters.

ITEMS AND EQUIPMENT

A character can carry up to 12 items. There's a variety of items you can use, including weapons, shields, armor, helms, gloves, musical instruments, figurines, rings, and wands. With a few exceptions, you must equip the character with the item in order for him or her to use it (see your Command Summary card for the Equip command). You can equip more than one item from each type, unless they're identical. For instance, you could equip a bow and a knife (two different items) at once, but you can't equip two bows (the same item) at once. Refer to the Command Summary Card to find out what the symbols in front of certain items mean.

There are hundreds of items you can find, and you just won't be able to carry them all. Some items you have to carry to progress in your quest; if everybody is shouldering a maximum load, be prepared to make critical choices about who will drop what.

About magic items. You'll find many - and need many - of these items during your quest. Some, like the magical weapons, will inflict extra damage

on the opponent. Others, like magic keys, will permit passage into a special area. Many are necessary for you to complete the game with. Certain items can only be used by specific characters. For instance, only Bards can use magical musical instruments. Someone else can carry it, but only the Bard will be able to use it.

Tips from the Refugee Camp - Items

- There are no cursed or bad items, but some may be useless.
- Experiment with anything you find to determine its capabilities. An item may only work with a certain class, so be sure to trade something that doesn't seem to work for a certain character. Some items will work only in certain areas or under certain conditions.
- If you can't pick something up, it may be because you're carrying a full load. Make your choice and drop something.
- Save your party to disk when they find something interesting or powerful. If disaster strikes, you can always reboot with your saved goodies.
- If you find an item and you can't figure out what it is, give it to the Rogue in your party to identify, or a mage who has a spell that identifies items.

MAGIC USERS

Without magic, the end of your quest will remain forever elusive. However, magic is not the adventurer's panacea. There are some places where magic won't work or you may meet monsters who will, in response to a spell, laugh and then spit fire in your face. In such cases, only the simple act of knife-to-belly will work. But, when you do need a magic user, you have several who can answer your call.

Book of Spells

This section lists and describes the spells known to exist for each of the six mage classes. The section is organized as follows:

Mage Class

LEVEL #:

CODE, PT. COST, RANGE, DURATION

Spell Name - A description of what the spell does and any special instructions for use.

The Bard's Tale III™

The range of effectiveness is measured in number of game squares, with each square equivalent to 10 feet (10'). The following explains what each range affects:

View	Line of sight.
##'	Anything in the direction the spellcaster is facing for the number of feet specified by "##".
Wall	A wall in the direction the spellcaster faces.
Level	The entire level that your party is on.
1 Object	A single object.
1 Foe	A single monster, regardless of the number your party faces.
Group	One of up to four monster groups.
All Foes	All the monsters your party faces.
Self	The spellcaster only.
Party	Your party.
Char	The party member (character) you designate.
Special	The special character you designate.
*	Hits with full effectiveness up to the listed range, and at reduced effectiveness when it hits at double the listed range. For instance, if your spell has a range of 30', and you use it against foes 60' away, the spell will hit with reduced effectiveness.
N/A	Not applicable; used where range is not a factor in the spell.

In addition to range, many spells have a duration. The following explains how long each duration lasts:

Combat	Until combat ends (when either you run away, you win, or the monster wins).
1 Move	Exactly one move.
1 Round	The entire round of combat.
Short	A few minutes only.
Medium	Several minutes.
Long	Twice as long as short spells.
Indef	Until the party enters the Refugee Camp or an anti-magic zone.
Misc	Has multiple or variable ranges.
N/A	Not applicable; the result of the spell is immediate.

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Conjurer Spells

From fireballs to magic compasses, Conjurers can create objects and effects out of thin air. Conjurer spells take up a lot of energy to create even moderate effects; that's why these magic users don't involve themselves with huge magical productions.

Level 1:

MAFL, 2, View, Medium

Mage flame - A small flame floats above the spellcaster as he moves about, illuminating the immediate area.

ARFI, 3, 1 Foe/10', N/A

Arc Fire - Fiery blue flames spray from the spellcaster's fingers, inflicting 1 to 4 damage points, depending on the Conjurer's level.

TRZP, 2, 30', N/A

Trap Zap - Disarms any trap within 30 feet in the direction that the spellcaster is facing. Trap Zap also works on chests for the same amount of spell points.

Level 2:

FRFO, 3, Group, Combat

Freeze Foes - Binds your enemies in a magical force, slowing them down and making them an easier target for your itching sword.

MACO, 3, N/A, Medium

Kiel's Magic Compass - A compass of shimmering magelight appears above the party and shows the direction they face.

WOHL, 4, Char, N/A

Word of Healing - With the uttering of a single word, this heals a party member from 4 to 16 points of damage.

Level 3:

LERE, 5, View, Long

Lesser Revelation - An extended Mage Flame spell that also reveals secret doors.

LEVI, 4, Party, Short

Levitation - Partially nullifies gravity, letting the party float over traps, or up and down through portals.

WAST, 5, Group/20', N/A

Warstrike - An electric spell where a stream of energy shoots from the spellcaster's finger, frying a group of foes for 5 to 20 damage points.

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Level 4:

INWO, 6, Party, N/A

Elik's Instant Wolf - Summons a giant and extremely fierce wolf to join your party.

FLRE, 6, Char, N/A

Flesh Restore - A powerful healing spell that restores 10 to 40 points to a party member, curing those stricken with insanity or poisoning.

Level 5:

GRRE, 7, View, Long

Greater Revelation - Operates like Lesser Revelation, but illuminates a wider area for a longer period of time.

SHSP, 7, Group/30', N/A

Shock Sphere - Creates a large globe of intense electrical energy that envelops a group of enemies and inflicts 10 to 40 damage points.

Level 6:

FLAN, 9, Group, N/A

Flesh Anew - Works like Flesh Restore, but affects every member of the party.

MALE, 8, Party, Indef

Major Levitation - Operates like Levitation, but it lasts until the spell is terminated by some event like the activation of an anti-magic square.

Level 7:

REGN, 12, Char, N/A

Regeneration - A health spell that revives all the hit points for one lucky member of the party.

APAR, 15, Party, N/A

Apport Arcane - Teleports the party within a dungeon to any location that's not protected by a teleportation shield.

FAFO, 18, Group, N/A

Far Foe - Pushes a group of foes 40 feet further away from your party, up to a total distance of 90 feet.

INSL, 12, Party, N/A

Elik's Instant Slayer - Materializes a slayer who joins your party. What's a slayer? The name speaks for itself...

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Magician Spells

Magicians can bestow magical effects on common objects. This, however, doesn't mean that the item becomes magical. It only takes on the magical effects for the duration of the spell.

Level 1:

VOPL, 3, Char, Combat

Vorpall Plating - Causes the weapon (or hands) of a party member to emit a magical field that inflicts 2 to 8 points of additional damage.

QUFI, 3, Char, N/A

Quick Fix - Regenerates 8 hit points for a character, up to the character's maximum hit point level.

SCSI, 2, Party, N/A

Scry Site - Causes a dungeon wall or wilderness pathway to reveal the party's location.

Level 2:

HOWA, 4, 1 Foe/10', N/A

Holy Water - Holy water sprays from the spellcaster's fingers, inflicting 6 to 24 points of damage on any foe of evil or supernatural origin.

MAGA, 5, Char, Combat

Mage Gauntlets - Makes the hands (or weapon) of a party member more deadly by adding 4 to 16 points of damage to every wound it inflicts on a foe.

AREN, 5, 30', Short

Area Enchant - Causes the dungeon walls within 30 feet (3 squares) of a stairway to call out if the party is headed towards the stairs.

Level 3:

MYSH, 6, Party, Medium

Ybarra's Mystic Shield - Causes the air in front of the party to form an invisible shield that's as hard as metal. The shield moves with the party.

OGST, 6, Char, Combat

Oscon's Ogre Strength - Endows a specific party member with the strength of Elik's Ogre for the duration of the battle.

STFL, 6, Group/40', N/A

Star Flare - An electrical spell that ignites the air around your enemies, scorching them for 10 to 40 damage points. A real hair curler.

The Bard's Tale III™

Level 4:

SPTO, 8, 1 Foe/70', N/A

Spectre Touch - Drains a single enemy of 15 to 60 hit points as if it were touched lightly by death.

DRBR, 7, Group/30', N/A

Dragon Breath - Lets the spellcaster belch a breath of fire at a group of monsters, inflicting 8 to 64 points of damage on each monster.

Level 5:

ANMA, 8, Party, Combat

Anti-Magic - Causes the ground to absorb a portion of the spells cast at the party by monsters, giving the party a chance to escape unharmed. This spell also aids in disbelieving illusions and shielding against magical fires such as Dragon Breath.

GIST, 10, Party, Combat

Giant Strength - Instills tremendous power in your party, increasing their strike ability by 10.

Level 6:

PHDO, 10, Wall 1, Move

Phase Door - Vaporizes any wall that's not protected by an Anti-Phase Door aura or spell into air.

YMCA, 10, Party, Indef

Ybarra's Mystical Coat of Armor - Works just like Ybarra's Mystic Shield, but lasts indefinitely.

Level 7:

REST, 25, Party, N/A

Restoration - Regenerates the body of every party member to perfect condition; even cures insanity or poisoning.

DEST, 16, 1 Foe/10', N/A

Death Strike - Instantly kills a selected enemy, which certainly categorizes this spell as one that doesn't fool around.

ICES, 11, Group/50', N/A

Ice Storm - Pummels a group of monsters with chunks of ice, causing 20 to 80 points of damage.

The Bard's Tale III™

STON, 20, Char, N/A

Stone to Flesh - Takes a character who has been turned to stone and restores him to his natural flesh state.

Sorcerer Spells

Sorcerers rely on illusions in their magical repertoire. A neat and tidy mage class, Sorcerers prefer to work on peoples' minds than with tangible (and dirty) objects or monsters.

Level 1:

MIJA, 3, 1 Foe/40', N/A

Mangar's Mind Jab - Casts a concentrated blast of electrical energy at one opponent, inflicting 2 to 8 points of damage for each experience level of the spellcaster.

PHBL, 2, Party, Combat

Phase Blur - Causes the entire party to become blurry in the eyes of the enemy, making your party tougher to strike.

LOTR, 2, 30', Short

Locate Traps - Heightens the spellcaster's awareness for trap detecting. Works for 30' in the direction that the spellcaster is facing.

Level 2:

DISB, 4, Party, N/A

Disbelieve - Reveals an attacking illusion for the true nonphysical object that it is, causing it to vanish.

WIWA, 5, Party, N/A

Wind Warrior - Creates the illusion of a battle-ready ninja in the ranks of your party. The illusionary ninja will fight until defeated or disbelieved.

FEAR, 4, Group, Combat

Word of Fear - An incantation that causes a group of enemies to quake in fear, thus reducing their ability to attack and inflict damage.

Level 3:

WIOG, 6, Party, N/A

Wind Ogre - Like Elik's Instant Ogre, it summons a mean, illusionary ogre to join your party.

The Bard's Tale III™

INVI, 6, Party, Combat

Kylearan's Invisibility Spell - Invoke this spell to render the entire party nearly invisible to the enemy.

SESI, 6, 30', Medium

Second Sight - Heightens awareness so the spellcaster can detect all traps and tricks that lie directly ahead.

Level 4:

CAEY, 7, View, Indef

Cat Eyes - Endows the entire party with perfect night vision for an indefinite period of time.

WIDR, 12, Party, N/A

Wind Dragon - Creates an illusionary red dragon to join the ranks of your party.

Level 5:

DIIL, 8, All Foes, Combat

Disrupt Illusion - Destroys any illusions among the ranks of the enemy and prevents new illusions from appearing.

MIBL, 10, All Foes/30', N/A

Mangar's Mind Blade - An electric spell that strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.

Level 6:

WIGI, 11, Party, N/A

Wind Giant - Creates an illusionary elemental giant that joins your party and fights up a storm.

SOSI, 11, 30', Indef

Sorcerer Sight - Operates like the trap-detecting Second Sight spell, but lasts indefinitely.

Level 7:

RIME, 20, All Foes/40', N/A

Rimefang - Rakes enemies with shards of ice, inflicting 50 to 200 points of damage.

The Bard's Tale III™

WIHE, 16, Party, N/A

Wind Hero - Creates an illusionary hero with the power of hurricane winds to join your party.

MAGM, 40, Group, N/A

Mage Maelstrom - Assaults a group of opposing spellcasters and may do one of the following: inflict 60 to 240 points of damage, turn them to stone, or kill them outright. However, because the maelstrom is illusionary in nature, a disbelieving enemy can totally nullify it.

PREC, 50, All Foes, N/A

Preclusion - Keeps the enemy from being able to summon any creatures.

Wizard Spells

Wizards can summon and control supernatural creatures and energies. The Wizard has fewer spells to choose from than the other classes, but their potency makes up for it.

Level 1:

SUEL, 10, Party, N/A

Summon Elemental - Creates a fire-being from the raw elements of the universe to join and fight for your party.

FOFO, 11, Group/10', N/A

Fanskar's Force Focus - Lands a cone of gravitational energy on a group of your foes, inflicting 25 to 100 points of damage.

Level 2:

PRSU, 14, Party, N/A

Prime Summoning - Coerces a powerful undead creature to unwillingly join your party.

DEBA, 11, 1 Foe/30', N/A

Demon Bane - Inflicts 100 to 400 points of damage on a single creature of evil or supernatural origin.

Level 3:

FLCO, 14, Group/30', N/A

Flame Column - Creates a cyclone of flame that lashes out and delivers 22 to 88 points of damage to a group of your foes.

DISP, 12, Char, N/A

Dispossess - Returns a possessed party member to the normal state of consciousness.

The Bard's Tale III™

Level 4:

HERB, 13, Party, N/A

Summon Herb - Summons Herb to join your party. Herb is pretty busy, but he'll hang out with your party for a while if you need him.

ANDE, 14, Char, Combat

Animate Dead - Reanimates a dead character with living strength so he or she attacks enemies as if truly alive.

Level 5:

SPBI, 16, 1 Foe, N/A

Baylor's Spell Bind - If successful, this spell possesses the mind of an enemy and forces him or her to join and fight for your party.

SOWH, 13, 1 Foe/70', N/A

Storal's Soul Whip - Whips out a tendril of psionic (mind) power to strike a selected foe, inflicting 50 to 200 damage points.

Level 6:

GRSU, 22, Party, N/A

Greater Summoning - Operates like Prime Summoning but causes a powerful elemental creature to appear and fight for the party.

BEDE, 18, Char, N/A

Beyond Death - Brings a dead character back to life and gives him or her one hit point as a welcome back gift.

Level 7:

WIZW, 16, Group/50', N/A

Wacum's Wizard War - An electric spell that creates a pyrotechnical storm over a group of monsters, inflicting 50 to 200 damage points.

DMST, 25, Group/50', N/A

Demon Strike - Unleashes the terrorizing power of demons into the enemy ranks, causing 200 to 400 points of damage.

The Bard's Tale III™

Archmage Spells

Archmages are the wise ones who have learned at least all the spells for three of the previous mage classes. This gives the Archmage the ability to pick and choose from a huge batch of spells.

Level 1:

HAFO, 15, All Foes, 1 Round

Oscon's Haltfoe - If successful, this spell causes every attacking group to miss all their attacks during the next round.

MEME, 20, Group, N/A

Melee Men - Pull an attacking group into melee range (10') regardless of how far they were when they began attacking.

Level 2:

BASP, 28, Party, Misc

Batch Spell - Executes the following batch of spells: Greater Revelation, Ybarra's Mystical Coat of Armor, Sorcerer Sight, Major Levitation, and Kiel's Magic Compass.

Level 3:

CAMR, 26, Party, N/A

Camaraderie - Has a 50% chance of calming all monsters in your party that have turned hostile.

Level 4:

NILA, 30, Group/60', N/A

Fanskar's Night Lance - Launches a chilling ice missile against a group of foes, inflicting 100 to 400 damage points.

Level 5:

HEAL, 50, Party, N/A

Heal All - A Beyond Death spell that resurrects every dead party member (except those turned to stone), and heals all wounds, paralysis, and insanity.

Level 6:

BRKR, 60, Party, N/A

The Brothers Kringle - The brothers are always ready to help friends in trouble. Enough brothers appear to fill the empty slots in your party.

Level 7:

MAMA, 80, All Foes/90', N/A

Mangar's Mallet - Inflicts 200 to 800 bone-crushing damage points against every monster group you face.

Chronomancer Spells

The key to distant lands, Chronomancers help the party move from dimension to dimension with their special teleport spells. They also have a number of vicious offensive spells.

Level 1:

VITL, 12, Char, N/A

Vitality - Invigorates a character by healing 4 to 8 hit points times the spellcaster's level.

Level 2:

WIFI, 20, Group/20', N/A

Witherfist - Crushes a group of enemies under a huge fist of power for 300 to 600 points of damage.

COLD, 20, Group/80', N/A

Frost Force - Blasts the enemy with a deadly frost for 50 to 400 points of damage.

Level 3:

GOFI, 25, Group/80', N/A

God Fire - A holy spell where blazing red fires are sent from the angry gods to roast the enemy for 60 to 240 damage points.

STUN, 30, All Foes, N/A

Stun - An electric spell that gives the enemy a high-voltage zap for 50 to 200 damage points.

Level 4:

LUCK, 45, Party, Combat

Luck Chant - Increases your chances of hitting or defending by eight points.

FADE, 50, 1 Foe/30', N/A

Far Death - A long-range spell that drops a distant foe dead in its tracks.

The Bard's Tale III™

Level 5:

WHAT, 60, 1 Object, N/A

Identify - Cast this spell on something to find out just what the heck it is.

OLAY, 60, 1 Char, N/A

Youth - Coats a character with a light, fragrant lotion to cure oldness.

Level 6:

GRRO, 65, 1 Char, Misc

Grave Robber - Casts Beyond Death and Regeneration for a life-giving combination of spells.

FOTA, 70, Group, Misc

Force of Tarjan - Casts Witherfist and Sandstorm for a double offensive punch.

Level 7:

SHSH, 60, Party, Indef

Shadow Shield - Casts a gray shadow around the party, and lowers their armor class by 4

FAFI, 100, All Foes, N/A

Fatal Fist - Crushes the enemy under an unearthly gravitational force for 400 to 1500 points of damage.

Geomancer Spells

The most physically adept of all the spell casters, Geomancers can handle most weapons that fighters can. Their combative nature shows in their repertoire of predominantly offensive spells. To become a Geomancer, you must find the one special location that performs the rite of passage to this mage class.

Level 1:

EADA, 5, Group/40', N/A

Earth Dagger - Cuts down the enemy with holy daggers for 200 to 800 points of damage.

EASO, 5, Level, N/A

Earth Song - Reveals all booby-trapped areas that can injure the party.

EAWA, 8, Level, N/A

Earth Ward - Casts the Trap Zap spell on the entire level.

The Bard's Tale III™

Level 2:

TREB, 10, All Foes, N/A

Trebuchet - Fries all foes with wickedly hot flames for 150 to 600 points.

EAEL, 15, Party, N/A

Earth Elemental - Summons an Earth Elemental, which is a creature created from the raw elements of the earth.

WAWA, 15, Wall, Misc

Wall Warp - Works like Phase Door until the party leaves.

Level 3:

ROCK, 18, 1 Foe/60', N/A

Petrify - Turns an enemy up to 60 feet away into the hardest stone.

ROAL, 20, Level, N/A

Roscoe's Alert - Reveals to the party where the anti-magic areas are.

Level 4:

SUSO, 20, Level, N/A

Succor Song - Shows all heal-party squares, so your party can put an end to their weakness and pain.

SAST, 25, Group, N/A

Sandstorm - With a violent swirl of sand, all foes are whipped back 60 feet.

Level 5:

SANT, 30, Level, N/A

Sanctuary - Shows all mage regeneration squares, so your spellcasters can be refreshed.

GLST, 40, 1 Foe/90', N/A

Glacier Strike - Impales the enemy with an icy stalagmite, causing 400 to 1600 points of damage.

Level 6:

PATH, 40, Level, N/A

Pathfinder - An instant map, this shows the entire maze that the party's in.

MABA, 50, Group/50', N/A

Magma Blast - Burns a group of foes with a blast of hot, fiery magma for 300 to 1200 points of damage.

The Bard's Tale III™

Level 7:

JOB0, 60, All Foes, N/A

Jolt Bolt - Wrenches the earth below the enemy, smashing them to the ground and gives them a jolting electrical shock to cause 400 to 1600 points of damage.

EAMA, 80, Group/50', N/A

Earth Maw - Commands the ground beneath the enemy's feet to open wide and drop the foes in, so they're never seen again.

Miscellaneous Spells

These spells are available to all magic users. The catch is that you've got to find them before you can use them.

GILL, 10, Party, Medium

Gilles Gills - This survival spell lets your party breathe under water. It is cumulative in effect; casting it more than once will extend the amount of time you can spend underwater.

DIVA, 250, All Foes/Party, Misc

Divine Intervention - This powerful spell earns its name by doing the following:

- 1) Turns illusionary characters into real characters;
- 2) Cures characters of all illnesses but age; and
- 3) Restores all hit points to the party.

If you're in combat, it also does the following:

- 1) Lowers your armor class, saving throw, to hit, and damage by 20 points;
- 2) Increases your attack by eight points; and
- 3) Casts Mangar's Mallet.

NUKE, 150, All Foes, N/A

Gotterdamurung - The finest in offensive obliteration, this spell annihilates the opponent for 2000 damage points.

The Bard Songs

The Bard has eight songs to sing. He or she starts the journey knowing six, and must find the other two. Since Bards can't make music without an instrument, and since whistling doesn't count, make sure they don't drop or trade away their livelihood.

There are two categories of songs: those played during exploration and those played during combat. Songs played during exploration are long-playing

The Bard's Tale III™

while those played during combat last only one round. Only one song can play at a time. If you're playing an exploration song, but suddenly need to play a battle tune, the exploration tune will stop playing for the duration of the battle, and start once battle is over. On the other hand, if you're playing an exploration song and start another one, the first song will end and the second will start.

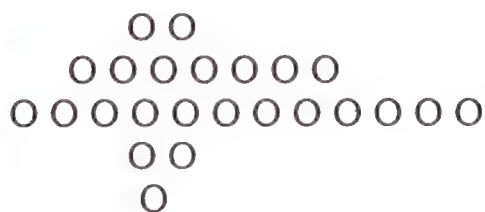
A Bard can play as many tunes as he has experience levels before his throat dries and fingers stiffen. For instance, if your Bard has five experience levels, he can play up to five tunes. To rejuvenate your Bard, give him or her a drink, be it water from a wineskin or ale from a tankard. Never forget, "When the going gets tough, the Bard goes drinking..."

1. Sir Robin's Tune: This lets you run away from attackers as long as the combat has not yet begun. During combat, this keeps the monsters from calling for additional help.
2. Safety Song: Sets up an anti-monster aura, so foes won't randomly attack you.
3. Sanctuary Score: Lowers the party's armor class level up to a maximum of 15 points.
4. Bringaround Ballad: In non-combat situations, this rejuvenates the Bard's hit points. During combat, this song will affect everyone in your party, including the Bard.
5. Rhyme of Duotime: In non-combat situations, this regenerates the mage's spell points. During combat, it gives the party an extra attack.
6. Watchwood Melody: This creates light so you can find your way around. May even work in anti-magic zones.
7. Kiel's Overture: In non-combat situations, this calls up a compass so you can get your bearings. During combat, this casts the monster-frying Trebuchet spell for one round.
8. Minstrel Shield: In non-combat situations, this lowers your armor class. During combat, it also partially shields your party so they only take half damage from monster attacks.

The Bard's Tale III™

Tips from the Refugee Camp - Magic

- Spell points are the life blood of the magic user. Don't venture too far into dungeons without full spell points. When you're down to a quarter of your maximum spell points, you should leave the dungeon before you're bled dry of your remaining spell points.
- Spell points don't regenerate that fast, so don't squander them away. Don't use a magic light spell when lighting a torch will do. Use your spells when you need them, like when that bad-breathed miasmal cur takes an interest in clawing your face off.
- Find those nasty traps. Second Sight and other Sorcerer sight spells can identify traps within 30 feet (3 squares). The Trap Zap spell disarms all traps within 30 feet.
- Play a long-lasting Bard's song before entering a tavern. It's like getting a free spell.
- In darkness zones, try using a light spell or the Bard's Watchwood Melody song. Though the spells won't last, it gives a brief flash of light which helps you get your bearings. This trick occasionally works with ordinary torches and lanterns.
- The screen flashes when your party gets teleported. Keep this in mind, because many dungeon corridors look alike and unless you catch the flash, you'll never know you were teleported.



the BARD's tale
Construction
*set*TM

Contents

Getting Started	130
Item Editor	131
Spell Editor	133
Monster Editor	135
Map Editor	137
Draw Map	138
Specials	139
Utilities	142
Tips For Creating A World	143
Technical Information	151
Playing Your Game	157
Sample Scenario	160

GETTING STARTED

The Bard's Tale Construction Set requires 640K of free memory. It requires about 1.2 MB of hard disk space. When you create a dungeon with the Set, you will need blank disks to hold the data or hard disk space available. The amount will vary greatly upon the size of your dungeon that you create.

Loading Instructions

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver is installed.
2. Insert the disk marked STARTUP into your disk drive.
3. Change the disk prompt to the drive that your STARTUP disk is in by typing A: <enter> (or B:) depending on where your STARTUP DISK is.
4. First you should read the README file for any additional information not included in this manual. Type README <enter>.
5. After reading the README file, you will want to install The Bard's Tale Construction Set to either your hard disk or to floppies. Type INSTALL <enter>.
6. Follow the instructions there to install The Bard's Tale Construction Set.
7. When finished installing, type BTCS <enter> to load the program.

The Main Menu

After the title screens appear, the Main Menu will appear on your monitor. The options at the Main Menu are as follows:

1. Item Editor - create your own items
2. Spell Editor - create your own magic spells
3. Monster editor - create creatures to inhabit your world
4. Map Editor - design your own cities, dungeons, and specials
5. Utilities - save information to disk, test a dungeon level, print out spell lists, import your own pictures, and Build Your Dungeon!

If you select any of the Editors from the Main Menu, you will then be shown a selection of the currently available items, spells, monsters, or maps previously created - or you can create a new one altogether.

The Bard's Tale Construction Set™

Once you have selected which one you will be working with, a separate menu will appear containing all the editing information. Each item on the list can be selected by

- (1) clicking on it with the mouse,
- (2) moving the highlight bar up and down and pressing <enter> to select, or
- (3) pressing the first letter of the desired selection.

A NOTE ABOUT MENUS AND WINDOWS

Many of the selections contain choices in "<>" brackets. These can be selected with the mouse or by pressing the first letter of that choice. For example, to <draw map> simply press "D" or click on the <draw map> with the mouse. The "up" and "dn" in the lower left corner represent "Page Up" and "Page Down". You can page up and down through these menus by clicking on them or pressing the "Page Up/Down" keys. Some also have a "lft" and "rgt" in the corners signifying left and right arrows to scroll the text in the window.

ITEM EDITOR

The Item Editor contains the following options:

Name - Choose a name for your weapon. The name can be up to 24 characters long but only the first 12 letters will appear on item lists during game play.

Item Type - Your choices are as follows:

1. Miscellaneous
2. Hand Weapon
3. Shield
4. Armor
5. Helm
6. Gloves
7. Figurine
8. Instrument
9. Ring
10. Wand
11. Bow
12. Arrow
13. Thrown Weapon

The Bard's Tale Construction Set™

User Class - Select which class can equip the item. You can select one class, all classes, or any combination of the classes below:

1. Warrior
2. Paladin
3. Rogue
4. Bard
5. Hunter
6. Monk
7. Conjurer
8. Magician
9. Sorcerer
10. Wizard
11. Archmage

Price - From 1 to 32,000 gold pieces or sell to Garth for half price.

Armor Plus - From 1 to 15 points to lower a character's AC if equipped. Any item type can have an armor plus.

Hit Plus - From 1 to 15 points to increase a character's chance of hitting an opponent. The Hit Plus makes a difference for only hand weapons, bows, arrows, or thrown weapons.

Damage Dice - How much damage the item will do if equipped and used to attack (only true for hand weapons, arrows, or thrown weapons).

X-Special - An item that does damage can do one of the following types of damage in addition to its normal damage:

1. Poison
2. Level Drain
3. Insanity
4. Aging
5. Possession
6. Stoned
7. Paralyze
8. Critical Hit

Likelihood of X-Special - The percentage chance of doing the X-tra Damage above if the weapons hits.

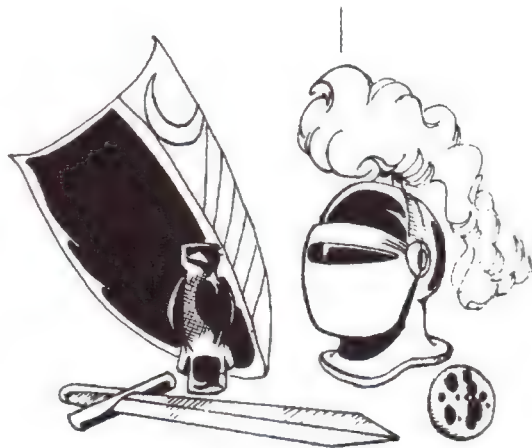
Times Usable - If the item casts a spell when Used, this will determine how many charges it has before it cannot be Used anymore. Set from 0 to 255, with 255 meaning that its Uses are unlimited. This number is also used for thrown weapons and bows.

The Bard's Tale Construction Set™

Spell Cast - Choose from any spell off the spell list (that you create).

Cause - Text that occurs when the weapon attacks (eg. "swings at", "aims at", "slices at", etc.)

Effect - Text that occurs when the weapon hits (eg. "hits for", "punches for", "cuts for", etc.) So that a combat message would look like "Rusty slices at Orc and cuts for 10 points of damage."



SPELL EDITOR

Maximum number of definable spells is 100. Maximum number of simultaneously running spells is 100.

Spells have the following qualities for you to define:

Name - The name you have chosen to give your magic spell. Your spell name can be up to 24 characters long.

Code - The four letter code that the mage uses to cast the spell.

Mage Class - Which class of magician can use this spell:

1. Magician
2. Sorcerer
3. Conjurer
4. Wizard
5. Archmage

Level - What level of the particular mage class can use this spell (1 through 7). Setting level 8 makes the spell one that mage's cannot cast.

Points Needed - How many points are drained from the mage when he/she casts the spell.

Range - How far the spell will work for (10 to 90 feet).

Effective Range - Normal or Double. If Double is selected, then the spell will work at twice the range but at half the damage.

The Bard's Tale Construction Set™

Type - Select one effect from the list below:

1. Heal
2. Resurrect
3. Cure Poison
4. Cure Insanity
5. Youth
6. Dispossess
7. Stone to Flesh
8. Cure Paralysis
9. Restore Lost Levels
10. Damage
11. Kill
12. Poison
13. Cause Insanity
14. Age
15. Possess
16. Flesh to Stone
17. Paralyze
18. Summon Monster
19. Summon Illusion
20. Dispel Illusion
21. Scry Sight
22. Light
23. Armor Class Bonus
24. Hit Bonus
25. Trap Destruction
26. Secret Door Detection
27. Phase Door
28. Dispel Magic
29. Regenerate Bard Song

Area/Target - NA Not applicable; no target is need or used

SINGLE

A single target, in either the party or a monster group, is affected

GROUP

An entire group, the party or a monster group, is affected

ALL MONSTER GROUPS

All of the monster groups are affected

The Bard's Tale Construction Set™

Damage/Healing - How much damage the spell does or how many points it heals. This is determined by a dice roll. (eg. 4 6-sided dice).

Duration -

ONE	one round (6 seconds or 1 combat round)
SHORT	2-4 minutes (or 20-40 rounds, since there are 10 rounds in a minute)
MEDIUM	3-6 minutes
LONG	4-8 minutes
COMBAT	run until combat is over (cannot be cast outside of combat)
PERMANENT	start only (i.e. effect is permanent)
CONTINUOUS	run until dispelled, then just stop (don't end effect)
INDEFINITE	run until dispelled, then end effect

Note that different permutations of these options will create vastly different spells. For example, a spell that does Continuous Damage on your Party will continue to damage your party every round or movement turn until it is dispelled. This can make for some pretty nasty spells. See the Spell Effects Chart on page ((technical information section page number)) in the Technical Section of this manual.

If a spell is cast at a magic resistant monster, it gets to use its magic resistance when the spell is cast and each subsequent round (if any) that the spell operates. A group of monsters gets one roll for the entire group. If all monster groups are affected, the group with the highest magic resistance rolls. In any case, a resisted spell shatters and ends immediately.

MONSTER EDITOR

Name - Give your wonderful creation a name.

Starting Distance - If encountered randomly, what is the maximum distance this monster can appear at? (from 10' to 90')

Moves Per Round - How many feet (in increments of 10') can this monster move forward each round.

Rate of Attacks — how many attacks per round this monster gets.

Illusion - Yes/No toggle to determine if this creature is real or illusion

Picture Number - Select what the monster looks like (from our list of about 40 or your own)

The Bard's Tale Construction Set™

Combat Options - Choose from the list below what the monster will do for 4 rounds (after the 4 rounds are finished, the monster repeats the list again starting at 1):

1. Attack
2. Move and Attack (if possible to move)
3. Dependent Attack (attack if close enough)
4. Special Attack (do monster's special attack)
5. Random Attack (monsters chooses best option or random)
6. Nothing (do absolutely nothing)

Extra Damage — Select one from the list below if you want your monster to do X-tra Damage:

0. None
1. Poison
2. Level Drain
3. Insanity
4. Aging
5. Possession
6. Stoned
7. Paralysis
8. Critical Hit
9. Item-Zot
10. Point Phaze (take spell points)

Base AC - What the monster's armor class is.

Upper Limit Appearing - In random encounters, what is the maximum you can find in a group (1-99).

Hit Points - Dice range to determine how many points of damage the monster can take before getting killed.

Damage Dice - Dice range that determines how many points of damage the monster does.

Attack Msg. - Text that describes what the monster does in combat (eg. "attacks", "bites at", "whips", etc.) To create a combat message such as "Monster whips Hayato for 10 points of damage."

Level - What level the monster is. Used for determining which monsters appear randomly on which dungeon levels (ie. if a monster is level 3, and the monster difficulty is defined as 3, then this creature may randomly appear on that level).

The Bard's Tale Construction Set™

Thaumaturgical Resistance - Percentage that the monster will resist any spell cast upon it.

Xtra Ranged Attack -

1. Type (can be a Magic Spell, Group Range, or Single Foe)
2. Message *such as "breathes at")
3. Damage (if a spell, overrides spell information)
4. X-tra damage (see X-tra damage above)
5. Range (10'-90'. Again, overrides spell information)



Gold - Random gold for killing monster multiplied by the number in the group.

MAP EDITOR

Name - The name of the dungeon (or city)

Type of Dungeon - Select from from types of walls for this dungeon

Level - What level of the dungeon the party is on.

Chance of Wandering Monster - Percentage that a wandering monster encounter will occur after each action.

Wandering Monster Difficulty -

What random monsters can appear on this level determined by the Monster Level. (see monsters) For example, if a monster is defined as Level 2, then he can appear randomly only on levels with a Monster Difficulty of 2.



File Name - Name to save this dungeon level to disk under.

DRAW MAP

When you select draw map, you will be shown a large 22 x 22 grid on which you can draw your map (representing a dungeon level, city, etc.) The default map is blank with walls all around it. If you remove the walls around the edges, a “wraparound” effect will occur such that characters walking off the edge will reappear on the other side of the map. Remember that you can wall off sections of the map creating many “levels” on just one map.

To move around the map you can use the mouse or the arrow keys.

MOUSE: First select the wall type. Your choices are:

Clear

Wall/Tree

Door/Hut

Invisible Door/Secret Trail

(The secondary choices are for the Wilderness Wall Set)

Click on the word until the wall type you desire is showing.

Then move the arrow cursor on to the map and click the left mouse button to drop the wall type. Press the right mouse button to change the facing of the arrow.

KEYBOARD: Select from the various wall types listed above with the <SPACE BAR>.

Move the arrow cursor with the arrow keys or the keys on the numeric keypad. The numeric keypad arrows will move the cursor around without changing direction. The standard arrow keys will change the pointer direction and move the cursor forward. Press <enter> to drop the selected wall type where desired.

Dropping Specials

Press “S” to drop a special on the square where the arrow cursor is located. The list of available specials will appear in a window. Selected the desired one and press <enter> or click with the mouse.

Press “C” to clear a special located on the square where the arrow cursor is located.

The Bard's Tale Construction Set™

Press "L" to drop the last special placed on the map on the current location of the arrow cursor. If no special has been placed yet, the first one on the list is selected.

Exiting Draw Map:

When you are finished with your map, press <F1> to exit.



SPECIALS

Thirty (30) different specials are allowed per map. You can place as many combinations of these thirty anywhere on the map.

Specials can be up to 20 lines long. Each line can be an Action or Conditional.

Actions consist of DO followed by one of the following:

1. Nothing
2. Stop
3. Spin Party
4. Darkness Zone
5. Silence Zone
6. Anti-Magic Zone
7. Get Input
8. Set Local Flag #F (where F is 0-15)
9. Clear Local Flag #F (where F is 0-15)
10. Take <item>. (from ITEM LIST)
11. Give <item>. (from ITEM LIST)
12. Sell <item> for <#> gold
13. Cast <spell> for <#> gold. (Used to create Healing temples, etc.)
14. Print "_____"
15. Regenerate <#> spell points
16. Take <#> spell points
17. Heal <#> hit points
18. Damage <#> hit points plus <X-TRA DAMAGE>
19. Regenerate <#> bard songs
20. Take <#> bard songs
21. Move back one square
22. Move one square forward

The Bard's Tale Construction Set™

23. Teleport to X:<#>, Y:<#> in <DUNGEON FILE NAME>
24. Exit to Guild
25. Exit to Review Board
26. Exit to Garth's Shoppe
27. Trap Flag (required for Trap detection and disarming)
28. Draw Picture <P#>
29. Clear Special Square at X:<#>, Y<#>
30. Make <SPECIAL NAME> at X:<#>, Y<#>
31. Print "_____" under picture
32. Have <MONSTER NAME> join party
33. Have all monsters leave party
34. Turn monsters in party HOSTILE
35. Play sound <#S>
36. Set Counter to <#> (from 1 to 255)
37. Add <#> to Counter (from 1 to 255)
38. Set Encounter: (MONSTER NAME)
39. Set Encounter: <#> <MONSTER NAME>
40. Begin Combat (Must have to start combat encounter, this allows for a combat to have up to four groups involved in the encounter.)
41. Chest containing <item>, <DAMAGE DICE> + <X-TRA DAMAGE TYPE>
42. Set Global Flag #F (where F is 0-15)
43. Clear Global Flag #F (where F is 0-15)
44. Give <#> gold
45. Give <#> experience
46. "Press Any Key" to continue
47. Have monster named <MONSTER NAME> leave party
48. Turn party in direction
49. Clear this special
50. Change this special to <special name>

Conditionals consist of IF followed by a conditional listed below, followed by THEN DO <ACTION>, ELSE DO <ACTION>:

1. Anyone is carrying <item>.
2. Everyone is carrying <item>.
3. Last input is "_____".
4. Answer to "_____" is YES.
5. Local Flag <F> is set
6. Local Flag <F> is clear
7. Group is facing <DIRECTION>

The Bard's Tale Construction Set™

8. Monster named "_____" is in party
9. Class <CLASS> is in party
10. It is DAYTIME
11. Counter is greater than <#>
12. Counter equals <#>
13. Party won last combat
14. Global Flag <F> is set
15. Global Flag <F> is clear
16. If random -100
17. If <RACE> in party

SAMPLE SPECIAL SQUARES

Name: Pit

1. DO Trap Flag
2. DO Print "You have fallen into a pit!"
3. DO Play Sound #3
4. DO Damage 8 hit points
5. DO Stop

Name: Breath Riddle

1. DO Print "What is light as a feather but cannot be held for long?"
2. DO Get Input
3. IF Last Input is "BREATH" THEN Move One Square Forward ELSE Move Back One Square
4. DO Stop

Here's a more complex one - see if you can figure it out.

Name: Princess Quest

1. DO Draw Picture #56
2. DO Print "King Oswald" Under Picture
3. IF Flag #2 is set THEN Print "King Oswald wishes you well on your quests." ELSE Nothing
4. IF Flag #2 is set THEN Stop ELSE Nothing
5. IF Monster named "Leigh-Ann" is in party THEN Print "Thank you for rescuing my daughter, Princess Leigh-Ann." ELSE Print "Help me, oh brave ones! Evil orcs have kidnapped my daughter, the Princess Leigh-Ann. Return her to me and you will be greatly rewarded."
6. IF Monster named "Leigh-Ann" is in party THEN Give 5000 gold ELSE Stop
7. DO Give Sword of Manliness

The Bard's Tale Construction Set™

8. DO Have Monster named "Leigh-Ann" leave party.
9. DO Set Flag #2
10. DO Stop

Editing Specials

All Specials are created through the use of the normal window system. However, if you would like to insert a line to your special, move the highlight bar to the number where you would like your new line and press <insert>. You can delete lines with <delete> in the same manner.

UTILITIES

The utilities for The Bard's Tale Construction Set are as follows:

- 1-6. LOAD/SAVE ITEMS, SPELLS and MONSTERS - when finished creating a list of the above, you will need to come to the Utilities to save the list to disk. You will also need to go to the Utilities for Loading a pre-existing file.
7. PRINT SPELLS to Printer or Disk File - Print all the spells by class to printer or disk (for editing).
8. TEST MAP - Test a level that you are currently working to test for items, monsters, spells, or specials.
9. BUILD GAME - puts all the files on a separate disk (or to a separate path) that you specify for your dungeon. This will include marking a starting location (Guild) for all parties in the game. Since a level can only be accessed through teleports, you can change the file name of a dungeon level and put with the old dungeon, thus creating a different level. However, all teleports from that dungeon and to that dungeon will have to be synchronized. (For example, I have a city that, when you enter this one building, teleports you to the catacombs level one. If I decide at a later date that I want this building to teleport you to a castle, I would just have to change the file name of the castle to match that of the catacombs level one.) This would also apply to item lists, spell lists, and monster lists.
- Q. QUIT — Quits the Construction Set to DOS. Make sure that you have saved all items, spells, and monsters before quitting.

The Bard's Tale Construction Set™

INCLUDED PAINT™ PICTURE

Inserts a picture that you have drawn from Deluxe Paint Enhanced™ or Deluxe Paint Animator™ to be included in the monster set. There will be about 30 slots available before overwriting existing ones. Follow the instructions on screen. Remember that you may overwrite a picture that you have already imported. It is up to you to keep track of which monster slots you have filled and with what pictures.



To use this feature, type import <enter> at your DOS prompt while in your BTCS directory or the STARTUP DISK is in the disk drive and you are at the appropriate prompt.

TIPS FOR CREATING A BARD'S TALE WORLD

We've given you a lot of power and flexibility to design your own world, but with that power comes responsibility for game balance. You can control most aspects of the game, but you should try to maintain a reasonable limit.

Don't give every monster special attack damage or ranged attacks, and don't make every item have a spell it can cast. You *can* make an Axe of the Dwarven King that does 10d100 damage, but that doesn't mean you *should*. If you must put such items in the game, balance them somehow (perhaps the Axe is -10 to hit since it's so big, or maybe local shops won't let you come in if you are wielding it).

Of course, you could put in a room with 99 Mega-Orcs with 20d100 hit points, but then the game becomes an "arms race" of who can build the better item or monster.

ITEMS -

Take a look at the ten default items and use them as a guide for creating your own.

Plan out what items you are going to have in your dungeon and enter them accordingly. One way to organize your items is by type. First do all your

The Bard's Tale Construction Set™

hand weapons, then armor, etc. Once you have a list compiled, it should make it easier to enter in the items. You may want to save the Miscellaneous category for last as these types of items may be determined as you create your maps.

Keep in mind extra damage and damage dice when determining price. You don't want characters to be able to buy a powerful weapon inexpensively.

Remember that Garth's sells only the first ten items on your list. These will normally be the ten default one. However, you can overwrite one of the default items with your own if you want Garth's to carry it. Also keep in mind that Garth will not sell items he buys from you. Once you sell to Garth, it's gone for good.

You do not have to assign values to every category. If a sword does nothing more than damage, then ignore the other categories. The defaults are all set to the minimums. In fact, an item that uses every category will be VERY powerful, so be careful.

Remember that if an item is set to 0 (ZERO) times usable, then it cannot cast a spell. If you want an item to cast a spell, then change the times usable category first. You may want to create your spells first, since your items may cast them.

Use the monk damage chart as a basis for item and spell damage. In other words, don't let a sword for a 1st level fighter do 13d8 damage; that's equivalent to a monk's damage at 32nd level.

SPELLS -

You can print out the codes for the game player(s) or you can reveal them through specials. You can make the four letter codes as intuitive or abstract as you like.

If you want to create spell that a magician cannot cast (this would be for monster-only or item-only spells), set the mage level to 9. It does not matter what mage class you set the spell for. Remember that *really* powerful item, monster, and trap spells should be level 8, so that party members cannot cast them.

Be careful when setting the Duration. You can create vastly different spells simply by changing the Duration. Refer to the Duration charts included in this manual to determine what effects different durations have. You can create some devastating spells, such as a Continuous Kill spell.

The Bard's Tale Construction Set™

There is no list of spells that comes up while playing the game. This way you can create "hidden spells" or make your dungeon such that the only way mages can learn spells is if you give them the codes through specials.

You do not have to include a spell just because it is possible to make it. You may not want spells to summon monsters in your game. It's your game; if you don't want to use something, don't put it in the game.

MONSTERS -

You will find that creating a well-balanced scenario resides in the creation of monsters. You will undoubtedly find that you will need to change monster values over and over again as you test out your dungeon levels.

Try to match up spell damage values and item damage values with monster hit points. Obviously a monster with 200 hit points will not stand a chance vs. weapons and spells doing 1,000 points of damage every time they hit.

Remember that characters' hit points are raised as they gain levels, so monsters should increase in difficulty as your dungeon progresses.

You can give the monsters some intelligence with the combat options choice. For example, you could create a monster that would attack every round no matter what, even if out of range, or you could have your monster breathe every third turn if you wanted.

MAPS -

Select the most appropriate type of wall from the ones available.

Set the monster difficulty according to when the players will reach this level. Also, if a three level dungeon represents the sewers, then all three levels may have the same monster difficulty as they may have the same monsters. But moving to another dungeon level called a castle may have an entirely different set.

Monster difficulty is not the only way (nor the BEST way) to make levels successively more difficult. Special encounters, specials, and level design are all better ways to control difficulty.

Create maps and specials according to the spells you have allowed. For example, if many of your dungeons have areas you don't want players to get into, you may not want to create a phase door spell.

Very rarely, don't use the trap flag on a special square trap. There should

The Bard's Tale Construction Set™

be a few traps that can evade spell and thief detection.

The special square "cast \$X for @#godl" there \$# equals 0 is great for setting traps that fire a spell at the whole party.

SPECIALS -

What follows is a more detailed description of what each ACTION and CONDITIONAL does:

A special square line is either of the form

DO action

which performs the action, or

IF <condition>

THEN <action1>

ELSE <action2>

which tests the condition. If it returns TRUE, then action1 is performed; otherwise, action2 is performed.

Input flags are set when the special is defined:

\$I - pick a defined item

\$\$ - type a string up to 25 characters long

\$F - select one of 16 flags number 0-15

\$# - pick a number from 0-32000

\$N - select the name of a defined map

\$P - select a picture

\$S - select a defined special square

\$M - select a defined monster

\$A - select a defined monster's name

\$C - select one of the 13 classes

\$X - select a defined spell

\$T - select a trap type

\$L - give X and Y coordinates, both ranging from 0-21

\$D - select one of the four compass directions

Conditions:

"anyone is carrying \$I" -

return TRUE if at least one party member has the item

"everyone is carrying \$I" -

return TRUE only if all of the party members have the item

The Bard's Tale Construction Set™

“last input = \$\$” -

return TRUE if the last input received by the Get Input action is equal to \$\$. Upper and lower case are NOT considered different!

“answer to “\$\$” is yes” -

print \$\$ and get input from the party. Return TRUE if this input is “yes” or “y”. Again, upper and lower case letters are considered to be the same. Note that this condition does NOT change the last input stored from the Get Input action.

“local flag \$F is set” -

return TRUE if the flag is set

“local flag \$F is clear” -

return TRUE if the flag is clear

“group is facing \$D” -

return TRUE if the party is facing in the specified direction

“monster named \$A is in party” -

return TRUE if party member is a monster and is named \$A

“class \$C is in party” -

return TRUE if any party member is in the specified class

“it is daytime” -

return TRUE if it is between 6 am and 6 pm, inclusive.

“counter > \$#” -

return TRUE if the counter's value is greater than \$#

“counter = \$#” -

return TRUE if the counter's value is equal to \$#

“party won last combat” -

return TRUE if the party won the last combat initiated by the combat action (NOT by a random encounter)

“global flag \$F is set” -

return TRUE if the flag is set

“global flag \$F is clear” -

return TRUE if the flag is clear

“random <1-100>” -

return TRUE if a random dice roll from 1 to 100 falls on or below the number chosen from 1 to 100.

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“Race \$R is in party” -

return TRUE if any party member is the specified race

Actions:

“nothing”- do nothing

“stop”- stop executing the special square

“spin party”- face the party in a random direction

“darkness zone”- all light is extinguished and cannot be activated

“silence zone”- all sounds cease and no sound can be made

“anti-magic zone”- all running spells are dispelled and no magic may be cast

“get input”- the party can type in any input, up to 14 characters

“set local flag \$F”- set the local flag

“clear local flag \$F”- clear the local flag

“take \$I”- take the item from a party member. If no party member has the item, then nothing happens.

“give \$I”- give the item to the first party member who can carry it. If all party members have a full inventory, nothing happens.

“sell \$I for \$# gold”- any party member can buy item, if the member has enough gold

“cast \$X for \$# gold” - if $\$# > 0$, then any member can have the spell cast with that member as target, if the member has enough gold. If $\$# = 0$, then the spell is cast automatically, targeting the party's leader. In either case, the spell is cast at 0 range.

“print \$\$”- print \$\$ in the upper right hand scroll

“regenerate \$# spell points”- add \$# spell points to all mages in the party, subject to their maximum allowable manna

“take \$# spell points”- subtract \$# spell points from all mages in the party, to a minimum of 0

“heal \$# hit points”- heal everyone in the party by \$#, up to their maximum hit points

“damage \$# hit points with \$T”- damage everyone in the party by \$# points, with each person getting a saving throw for half damage and additionally does

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specified X-Tra damage (such as Paralyzation, Flesh to Stone, etc.) to the party (if any.)

“regenerate \$# bard songs”- add \$# bard songs to all bards in the party, subject to their level maximum.

“take \$# bard songs”- subtract \$# bard songs from all bards in the party, to a minimum of 0

“move back one space”- move a party backwards without changing their facing direction, if possible (ie. no wall behind them), and stop execution of this special square

“move one square forward”- move party forward, if possible (ie. no wall ahead of them), and stop execution of this special square

“teleport to \$L dir:\$D in \$N”- teleport the party to a particular location and facing direction in the specified map, and stop execution of this special square

“exit to guild”-

“exit to review”-

“exit to garths”- These three actions all perform similar functions. The party enters the appropriate ara and performs their transactions. When they leave these areas, they are turned around and moved one square forward, and execution of this special square stops.

“trap flag”- If the party has a trap zap spell running, a bard is playing Sanctuary Score, or a thief makes his disarm trap roll, then an appropriate message is printed and execution of this special square stops.

“draw picture \$P”- draw picture in the upper left hand window

“clear special at \$L”- clear the special at the location. If no special square at the location, nothing happens. If the location is the party's current location, then this special square will continue running, but be erased with completes.

“make \$S at \$L”- place the special square at the specified location, overwriting the existing special, if any. If the location is the party's current location, then the old special square will finish running before the new one begins

“print \$\$ under picture”- \$\$ is printed below the upper left hand window.

“have \$M join party”- the monster asks to join the party

“have monsters leave party”- all monsters in the party leave

“turn monsters hostile” - all monsters in the party attack

“play sound \$#”- brief sound \$# is played

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“set counter to \$#”- counter is set to equal \$#

“add \$# to counter”- \$# is added to counter's current value

“set encounter:\$M”- a monster encounter is generated. Up to 4 encounters can be generated for one combat. Extra encounters cause an error message and are ignored.

“set encounter: \$#: \$M”- as above, but the number of monsters is preset

“begin combat”- combat is initiated, if any encounters have been set, and the result remembered (whether party won or not. If no encounters have been set, an error message is printed and this action is ignored.

“chest holding \$I, trap \$T, damage \$#, message \$\$”- a chest is created containing the item and a trap of type \$T causing \$# points of damage. If the trap is not disabled (by spell, song, or thief), then a trap message is printed, following the message \$\$, and the party suffers damage.

“set global flag \$F”- global flag is set. Global flags are saved when “Save Party” option is selected at the guild.

“clear global flag \$F”- global flag is cleared

“give \$# experience”- give the amount of experience specified to be divided among everybody in the party.

“give \$# gold”- give amount of gold specified to be divided among everybody in the party

“Press Any Key”- Prompts the player to press any key and waits for any keypress or mouse click before advancing further.

“have monster named \$M leave party”- If there is a monster with the specified name in the party, one will leave the party immediately

“turn party in direction \$D”- turn the party in the direction specified.

“clear this special”- clears the special where the party is standing.

“change this special to \$S”- Changes the special where party is current location to the one mentioned, so that the next time the party comes to this square, they will get the new special.

TECHNICAL INFORMATION

Spell Effects Chart

A cast spell has three effects - its start effect (occurs immediately), its running effect (occurs each round of the spell duration), and its ending effect (occurs when the spell ends). Depending on the duration of the spell, the running effect and the end effect may not ever occur!

	Start	Run	End
Heal	Heal damage	same	nothing
Resurrect	raise the dead	same	nothing
Cure Poison	cure poison	same	nothing
Cure Insanity	cure insanity	same	nothing
Youth	cure age	same	nothing
Dispossess	cure possession	same	nothing
Stone to Flesh	cure petrification	same	nothing
Cure Paralysis	cure paralysis	same	nothing
Restore Levels	restore max level	same	nothing
*Damage	do damage	same	nothing
*Kill	kill	same	nothing
*Poison	poison	same	cure poison
*Cause Insanity	drive insane	same	cure insanity
*Age	age (-1 each stat)	same	nothing
*Possess	possess mind	same	cure possession
*Flesh to Stone	petrify	same	cure petrification
*Paralyze	paralyze	same	cure paralyzation
*Drain Level	drain 1 level	same	nothing
Summon Monster <1>	monster joins party	nothing	monster leaves
Summon Illusion <1>	illusion joins party	nothing	illusion dispelled
Dispel Illusion	target dispelled	same	nothin
Scry Sight <1>	display map of area	nothing	nothing
Light <1>	turn magic light on	same	turn magic light off
Armor Class Bonus	AC changes	nothing	AC restored
Hit Bonus	To hit changed	nothing	To hit restored
Trap Destruction <1>	Trap destroyed	same	nothing
Secret Door Detect <1>	find # secret doors	same	nothing
Phase Door <1>	wall removed	nothing	wall replaced
Dispel Magic <2>	magic on target ended	same	nothing
Regen Bard Songs	bard songs changed	same	nothing

* Spell marked with an asterisk (*) , allow the target to save vs magic to avoid the effect (or in the case of Damage, to take only half damage). If thrown by a party caster on a monster in the party, the spell will cause the monster to attack the party, regardless of whether it saves or not.

<1> Target specification is ignored

<2> If no target is given, ALL magic currently running is dispelled!

The Bard's Tale Construction Set™

Class Names:

Warrior, Paladin, Rogue,
Bard, Hunter, Monk,
Conjurer, Magician,
Sorcerer, Wizard, Archmage,
Monster, Illusion

2 letter class abbreviations:

Wa, Pa, Ro, Ba, Hu, Mo,
Co, Ma, So, Wi, Am, Mn, Il

Names of the races:

Human, Elf, Dwarf, Hobbit,
Half-Elf, Half-Orc, Gnome

Number of sides on available dice:

2, 4, 6, 8, 10, 12, 20, 100

Maximum number of
items a member can carry:
Eight

Maximum possible gold
a member can carry:
4,000,000,000

Experience Value for a monster:

experience = (number of
attacks x max damage)
+
(10-monster[mon].base ac)
+
max hit points

Racial Starting Attributes

	<u>ST</u>	<u>IQ</u>	<u>DX</u>	<u>CN</u>	<u>LK</u>
Human	10	6	8	8	5
Elf	8	9	9	6	6
Dwarf	12	6	7	10	3
Hobbit	4	6	12	5	10
Half-Elf	9	8	9	7	6
Half-Orc	11	3	8	11	4
Gnome	9	10	7	3	4

What each class needs to hit armor class 0 at level 1:

<u>Wa</u>	<u>Pa</u>	<u>Ro</u>	<u>Ba</u>	<u>Hu</u>	<u>Mo</u>	
20	20	22	20	21	21	
<u>Co</u>	<u>Ma</u>	<u>So</u>	<u>Wi</u>	<u>Am</u>	<u>Mn</u>	<u>Il</u>
24	24	24	24	24	20	20

How many levels to improve chance to hit armor class 0 by 1, by class:

<u>Wa</u>	<u>Pa</u>	<u>Ro</u>	<u>Ba</u>	<u>Hu</u>	<u>Mo</u>	
1	1	3	1	2	2	
<u>Co</u>	<u>Ma</u>	<u>So</u>	<u>Wi</u>	<u>Am</u>	<u>Mn</u>	<u>Il</u>
4	4	4	4	4	1	2

What each class needs to make a saving throw at lev. 1:

<u>Wa</u>	<u>Pa</u>	<u>Ro</u>	<u>Ba</u>	<u>Hu</u>	<u>Mo</u>	
17	13	15	17	15	15	
<u>Co</u>	<u>Ma</u>	<u>So</u>	<u>Wi</u>	<u>Am</u>	<u>Mn</u>	<u>Il</u>
12	12	12	12	12	17	17

The Bard's Tale Construction Set™

How many levels to improve save by 1, by class:

<u>Wa</u>	<u>Pa</u>	<u>Ro</u>	<u>Ba</u>	<u>Hu</u>	<u>Mo</u>	
2	2	2	2	2	2	
<u>Co</u>	<u>Ma</u>	<u>So</u>	<u>Wi</u>	<u>Am</u>	<u>Mn</u>	<u>Il</u>
2	2	2	2	2	2	3

Minimum experience needed for each class and level:

<u>Class</u>	<u>Level</u>	<u>Minimum Experience</u>
Wa	1	0
Wa	2	2000
Wa	3	4000
Wa	4	7000
Wa	5	10000
Wa	6	15000
Wa	7	20000
Wa	8	30000
Wa	9	50000
Wa	10	80000
Wa	11	110000
Wa	12	150000
Wa	13	200000
Wa	14	400000
Wa	15+	200000 per level

**above scale is used for Paladins, Rogues,
Bards, and Hunters as well.

How many hit points (max) a member gets when advancing a level, based on class:

<u>Wa</u>	<u>Pa</u>	<u>Ro</u>	<u>Ba</u>	<u>Hu</u>	<u>Mo</u>	
16	16	8	16	16	8	
<u>Co</u>	<u>Ma</u>	<u>So</u>	<u>Wi</u>	<u>Am</u>	<u>Mn</u>	<u>Il</u>
4	4	8	8	8	10	11

Damage done by a monk's bare hands (by level):

<u>Level</u>	<u>Damage Dice</u>
1	1d2
2	2d2
3	3d2
4	4d2
5	5d2
6	4d4
7	4d4
8	5d4
9	5d4
10	6d4
11	6d4
12	6d4
13	6d4
14	7d4
15	7d4
16	7d4
17	5d8
18	5d8
19	5d8
20	5d8
21	6d8
22	6d8
23	6d8
24	6d8
25	7d8
26	7d8
27	7d8
28	9d8
29	9d8
30	9d8
31	11d8
32	13d8

NOTE: after level 32,
there's no more damage
increase for monks

The Bard's Tale Construction Set™

Minimum experience needed for each class and level:

Class	Level	Minimum Experience
Mo	1	0
Mo	2	1800
Mo	3	4000
Mo	4	6000
Mo	5	10000
Mo	6	14000
Mo	7	19000
Mo	8	29000
Mo	9	50000
Mo	10	90000
Mo	11	120000
Mo	12	170000
Mo	13	230000
Mo	14	460000
Mo	15+	230000 per level

**above scale is used for Conjurers and Magicians as well

Minimum experience needed for each class and level:

Class	Level	Minimum Experience
Mn	1	0
Mn	2	2000
Mn	3	4000
Mn	4	7000
Mn	5	10000
Mn	6	15000
Mn	7	20000
Mn	8	30000
Mn	9	50000
Mn	10	80000
Mn	11	110000
Mn	12	150000
Mn	13	200000
Mn	14	400000
Mn	15+	200000 per level

Minimum experience needed for each class and level:

Class	Level	Minimum Experience
So	1	0
So	2	7000
So	3	15000
So	4	25000
So	5	40000
So	6	60000
So	7	80000
So	8	100000
So	9	130000
So	10	170000
So	11	220000
So	12	300000
So	13	400000
So	14	800000
So	15+	400000
Wi	1	0
Wi	2	20000
Wi	3	50000
Wi	4	80000
Wi	5	120000
Wi	6	160000
Wi	7	200000
Wi	8	250000
Wi	9	300000
Wi	10	400000
Wi	11	600000
Wi	12	900000
Wi	13	1300000
Wi	14	2600000
Wi	15+	1300000 per level
Am	1	0
Am	2	100000
Am	3	220000
Am	4	400000
Am	5	600000
Am	6	800000
Am	7	1100000
Am	8	1400000
Am	9	1800000
Am	10	2200000
Am	11	2600000
Am	12	3000000
Am	13	4000000
Am	14	8000000
Am	15+	4000000 per level

Illusions cannot go up levels!

NOTE: maximum possible experience a member can get is 4,000,000,000

The Bard's Tale Construction Set™

Extra-damage effects:

Poison - target loses 1 point of damage per round

Level Drain - target loses 1 level, experience set to minimum for that level, and spell level is reduced (if necessary)

Insanity - target will attack members of same group in combat

Aging - for party members, each stat is reduced by 1 to a minimum of 1 for monsters, aging acts as a level drain

Possession - target's mind is controlled. If target is a party member: target will attack other party members monster: party can direct target's attack

Stoned - target is petrified. No actions possible

Paralysis - target is paralyzed. No actions possible

Critical Hit - target is slain

Item zot - one of target's carried items loses 5 charges, to a minimum of 0. Item selected randomly.

Point Phaze - target loses 5 magic points, to a minimum of 0.

Spell Point Regeneration:

Spell points regenerate at the rate of 1 point every 5 minutes (50 rounds), if the mage is outside in daylight.

Multiple running spells:

If several spells are running at once and attempting to affect the same target, the result is unpredictable and can change from round to round! (Ah... magic). For example, a long running Age spell and long running Youth spell are both cast on a member. Nothing may happen for a while, then his stats may start to decrease from age, then they may suddenly go back to normal. Remember, magic is not fully predictable. Otherwise, it would be science!

Dispelling summoned monsters/illusions:

During combat, summoned monsters or illusions disappear only at the end of a combat round, even if they are dispelled in the middle of the round. It takes a few moments for the ethereal link to dissolve...

Monsters as party members:

They act as natural party members, carrying items and fighting, except that they will only use the "Attack" option in combat and will never use their ranged attacks

The Bard's Tale Construction Set™

for the party. Remember, if another party member attacks a monster member, it will immediately become hostile and attack, entering intra-party combat if necessary.

Starting character info:

Starting gold is 110-170 coins.

Spell casters start with 10-17 spell points, +1 per point of IQ over 14.

Rogues start with a 15% chance of disarming traps and a 10% chance of hiding in shadows, +1 per point of DX over 14.

Hunters start with a 5% chance of dealing a critical hit, +1 per point of DX over 14.

Bards start ready to sing 1 song (assuming they find an instrument).

When anyone goes up a level:

Hit points go up based on class.

Extra hit points: +1 per point of constitution over 14.

One attribute whose value is less than 18 is increased by 1.

When spell casters go up a level:

Extra spell points: 1-4 +1 per point of IQ over 14.

When rogues go up a level:

Disarm traps: improves 1-3% +1% per point of DX over 14 (maximum 99%)

Hide in shadows: improves 1-3% +1% per point of DX over 14 (maximum 99%)

When hunters go up a level:

Critical hit: improves 1-3% +1% per point of DX over 14 (maximum 99%)

When warriors, monks, and paladins go up a level:

Number of attacks goes up by 1 EVERY OTHER LEVEL, to a maximum of 7 attacks per round at 15th level

How much a spell level costs to buy in the review board, by spell level:

<u>Level</u>	<u>Cost</u>
1	1000
2	2000
3	4000
4	7000
5	10000
6	20000
7	40000

Playing Your Game

Once you have created your game, you want to actually play it. The BUILD GAME utility creates a file called BARDGAME.EXE. You can rename it if you'd like with the ROS RENAME command. To start your game, simply go to the path where you installed your game and type BARDGAME <enter>.

After answering some configuration questions, you will find yourself in the the GUILD. Here you will need to create your characters and send them on their quest.

Menu selections are made by typing their first letter or by clicking on them with the mouse.

The Adventurer's Guild

In the Guild you have the following options:

Add Member - Add a member to join the quest

Remove Member - Remove a member from the quest and save him to disk

Create Member - Create a new member for the guild

Save Party - Save the current quest members as a party with all global variables

Quit - Exit the game

Exit Guild - Leave the guild to the map where it is located

Disk Options -

Delete Member - Delete member permanently from guild

Rename Member - Rename a guild member

Garth's Equipment Shoppe

Garth's will sell the first ten items in your saved item list.

Garth will first ask you who wants to enter. After you select a party member, you be given the following choices:

(B)uy - Buy one of the items Garth has for sale

(S)ell - Sell an item from your inventory for half of what it's worth to Garth, who will then sell it to somebody else for double its value. Once you sell to Garth, the item is gone for good.

(I)dentify - Have an item in your inventory identified for a price. Tells valuable information about the item.

The Bard's Tale Construction Set™

Review Board

At the Review Board, you can have each party member reviewed to see if advancement is appropriate. You will first be asked to see who wants to be reviewed. After selecting a character, you have the following choices:

(A)dvancement - if the character has gained enough experience points, he will be raised a level.

(S)pell Acquiring - Magic-Users can check to see if they are able to advance to the next magic level, and, if allowed, can pay a large sum of gold to gain that level.

(C)lass Change - Magic-Users can change classes. However, once you leave a magic-user type, you will not be allowed to return to that type.

Outside

Outside of the Guild, you can move around with the arrow keys or the mouse.

To move...

up arrow - go forward

down arrow - turn around

left arrow - turn counter-clockwise

right arrow-turn clockwise

Other commands outside of the Guild are as follows:

(B)ard Song - Have a bard play a bard song

(C)ast Spell - Have a magic-user cast a spell

(N)ew Party Order-Rearrange the party's marching order

(P)arty attack - Initiate intra-party combat

(Q)uit - Leave the game without saving at a guild

(U)se item - Have any party use an item from inventory

(V)olume on/off-Toggle to turn the music on and off

(?) - Print current time

HOME - Pause the game

Keys 1-7 will initiate view-mode on that character

During viewmode:

d - drop item (not available during combat)

e - equip item/unequip item

p - pool gold (not available during combat)

n - new order (not available during combat)

t - trade item (not available during combat)

<space bar> or <esc> — will quit viewmode

The Bard's Tale Construction Set™

Combat

Once an encounter has taken place you have the option to attempt to (A)dvance (if the monster(s) are farther than 10 feet away), (R)un Away, or (M)elee with the monsters (if they are within 10 feet).

If you Advance, you will move ahead 10 feet.

If you Run Away, your party leader will be checked, and if he passes, the combat will be terminated.

If you decide to Melee, you have the following options:

- (A)ttack - First four party members only use equipped hand weapons or bare hands
- (P)arty attack - Attack a member in the party
- (D)efend - Defend from monster's attacks at improved rating
- (C)ast Spell - Magic-users can attempt to cast a spell
- (U)se Item - Use an item from inventory
- (B)ard Song - Bards only can sing a bard song
- (H)ide in shadows - thieves only can attempt to hide from combat and possibly achieve a critical hit.

During combat:

- v - volume (sound on/off toggle)
- ? — print current time
- HOME - pause the game
- keys 1-7 will initiate viewmode on that character

Bard Songs

1. Safety Song - protection from attacks from random monsters
— in combat, relieves insanity and possession
2. Sanctuary Score
— does a trap zap
— in combat, lowers armor class for that round (level/2, max 18)
3. Bringaround Ballad
— Rejuvenates bard's hit points
— in combat, rejuvenates everyone's hit points in the party (from 1 to 5 * level of bard points)
4. Rhyme of Duotime
— Regenerates mages' spell points
— in combat, gives the party an extra attack

The Bard's Tale Construction Set™

5. Marcela's Melody

- Creates light to walk around... even in anti-magic zones
- in combat, brings all monsters to within melee range

6. Kiel's Overture

- Lets the party know what direction they are travelling
- in combat, casts a monster damage spell (from 1 to 5 * level of bard points)

7. Cain's Carrack

- Adds to character saving throws
- in combat, prevents all monster spell attacks for one round

SAMPLE SCENARIO

Included in this Construction Set is a sample scenario for you to examine.

The game has been saved off in the GAME directory created from the INSTALL procedure. To load the game, enter the GAME directory and type

BARDGAME<enter>

You will be asked some general SETUP questions, and then enter the GUILD.

Note that there is one item list called "ISIL.ITM" which contains all the items included in the sample game, one spell list called "ISIL.SPL", and one monster list called "ISIL.MON". There are fourteen levels included which contain their own set of specials. The levels are as follows:

ISIL.MAP - *the map of the city of Isil Thania*

SEWONE.MAP - *level one of the sewers*

SEWTWO.MAP - *level two of the sewers*

SEWTHR.MAP - *level three of the sewers*

TOWONE.MAP - *level one of the tower*

TOWTWO.MAP - *level two of the tower*

TOWTHR.MAP - *level three of the tower*

FRED.MAP - *Castle Fred*

DUNONE.MAP - *level one of the dungeon*

DUNTWO.MAP - *level two of the dungeon*

CASTLE.MAP - *Interconnecting castle UN-*

DRCT.MAP - *Map of the undercity*

CRYPT.MAP - *The Crypt*

SURPRS.MAP - *the FINAL Level*

The Bard's Tale Construction Set™

Following is a brief background of the scenario. When creating your own dungeons, you may want to use this scenario as a guide for your own world.

Star Light Festival

The small rundown village of Isil Thania is the setting for our story. Your band of adventurers has travelled from afar to witness the annual Star Light Festival in which an eerie light comes down from a star for one night only making the night into day.

While sitting at the RAINBOW BAR waiting for the day of the Festival, a small twisted man approaches saying, "There's more adventure here for the brave of heart than meets the eye. If you want a real challenge ask the bartender about WINE." With that he giggles and disappears down a sewage pipe.

Your first task will be to locate the RAINBOW BAR to the south of the Guild and enter the sewers below the city. Those of you familiar with The Bard's Tale series will recognize these levels as the exact ones found in Bard's Tale I: Tales of the Unknown.

From there, you will engage upon a quest that takes you from one location in the city to the next, eventually to find the secret truths behind the Star Cult and the town of Isil Thania.

Good Luck!!!

ultima
underworld I & II™

Contents

Troubleshooting	166
The Stygian Abyss Reference Card	174
Movement	176
Interacting with the World	176
Healing	178
Pausing The Game	178
Magic	178
Combat	180
Conversation	181
Keyboard Controls	183
Labyrinth of Worlds Reference Card	186
Movement	188
Interacting with the World	189
Magic	190
Healing	191
Pausing the Game	191
The Auto-Map	191
Combat	192
Conversation	193
Keyboard Controls	195
Joystick Controls	198

TROUBLESHOOTING

Memory Requirements

There are three types of RAM referred to in this manual. DOS (conventional base RAM), extended, and expanded. UW1 and UW2 have specific minimum requirements for each of these types of memory. If you are unsure about these different types of memory, consult your DOS manual.

To find out how much DOS, extended, and expanded memory your computer has available, type MEM at the DOS prompt. When the memory information is printed on the screen, look for the following listing:
Largest Executable Program Size (This number indicates how much DOS memory is available.)

Total Extended or XMS or Total Contiguous Extended (this is the amount of extended memory in your computer.)
Bytes Free of EMS or Free Expanded (EMS) (This is the amount of expanded memory available to the program.)

If any of the numbers listed on your screen are less than the requirements listed below, refer to Optimizing Your System (page 167).

Ultima Underworld 1 Memory Requirements

Type of memory	Minimum Requirements	Minimum Requirements	Minimum Requirements
		to run game without sound	to run game with Internal
		to run game with speech,	effects, music, or speech
		(PC) speaker (sound effects only)	music, and sound effects
			(sound card only)
DOS (Conventional)			
Base RAM	527,360 bytes	535,360 bytes	565,248
*Extended	1,024,000 bytes	1,024,000 bytes	1,024,000
Expanded	492,000 bytes	492,000 bytes	492,000

Ultima Underworld 2 Memory Requirements

Type of memory	Minimum Requirements	Minimum Requirements	Minimum Requirements
		to run game without sound	to run game with speech,
		effects, music, or speech	music, and sound effects
			(sound card only)
DOS (Conventional)			
Base RAM	544,768 bytes	544,668 bytes	
*Extended	1,024,000 bytes	1,024,000 bytes	
Expanded	671,744 bytes	671,744 bytes	

*You must have a total of 1,024,000 bytes of extended memory on your computer to run either or both of these games. However, this memory must be converted to expanded memory by using an expanded memory manager in your CONFIG.SYS file. The two most common expanded memory managers are Quarterdeck's QEMM386.SYS or Microsoft's EMM386.EXE (available in Microsoft DOS 5.0 or higher, or Microsoft Windows 3.1) if you are unsure how to load the expanded memory manager from DOS, refer to Optimizing Your System. For assistance with QEMM, consult your documentation.

Optimizing Your System

If you are experiencing problems running the Underworld/Underworld II CD-ROM games, it might help to create a separate boot disk or decrease the number of memory-resident programs (TSRs) you have loaded with the suggested configurations listed below.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files completely - without them, your computer will not function.

Before creating a boot disk, we recommend that you generate a hard copy printout of your hard drive CONFIG.SYS and AUTOEXEC.BAT start-up files.

To do so, at the DOS prompt, type:

type config.sys

Use the PRINT SCREEN key to generate a printout of this startup file. At the DOS prompt, type:

type autoexec.bat

Use the PRINT SCREEN key to generate a printout of this startup file.

Creating a Boot Disk

To create a separate boot disk, insert a blank high density disk in your A: drive. From the DOS prompt, type:

format a:/s ENTER

Modifying CONFIG.SYS

When the DOS prompt returns and the format is complete, type:

edit a:\config.sys ENTER

When the new screen appears, type the commands shown below. This configuration is generic and may require additional drivers. Consult your CD-ROM manual and printouts for more information.

Ultima Underworld™

CONFIG.SYS using DOS's EMM386.EXE

Files=20

Buffers=20

Device=C:\DOS\HIMEM.SYS

Device=C:\DOS\EMM386.EXE 1024 RAM

DOS=UMB

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM /P

DEVICEHIGH=C:\<path>\CDROM DRIVER><all parameters from the original CONFIG.SYS>

(Refer to your hard drive CONFIG.SYS printout to fill in the blanks in the last line above.)

After typing the CONFIG.SYS Commands

Acrobat Note: If you receive any "ACROBAT.INI" error messages from the DOS Acrobat document reader program, add or modify the following lines to the CONFIG.SYS file on your boot disk:

Files=30

Buffers=30

After typing these lines, you should exit and save your file. Do so by typing:

Alt F

X

Y

Next you need an AUTOEXEC.BAT file on your boot disk. Type:

EDIT A:\AUTOEXEC.BAT ENTER

When the new screen appears, type:

PROMPT \$P\$G

PATH=C:\DOS

C:

LH C:\<path>\mscdex.exe <all parameters from the original AUTOEXEC.BAT with the following exceptions>

delete the /E parameter

Change /M::## to /M:5

LH C:\MOUSE\MOUSE.COM

(Your mouse driver may need to be loaded differently. Refer to the printout of your original AUTOEXEC.BAT)

Exit and save this file by typing:

Alt F

X

Y

To Use Your New Boot Disk

Turn your computer off, insert your new boot disk in the A drive and turn the computer back on. (If your CD drive is external, turn it on.)

Insert the CD-ROM disk (label side up) into your CD-ROM drive. (Some drives may require that you put the disk into a CD caddy before inserting it into the drive itself.)

Change to your CD-ROM drive by typing its drive letter followed by a colon (e.g., D:) and pressing Enter.

UW1: To begin playing Underworld, type: UW ENTER

UW2: To begin playing Underworld II, type: UW2 ENTER

Troubleshooting

Q: Underworld or Underworld II fails to load or run and generates an error code. What's wrong with my game?

A: Certain error codes can easily be interpreted and remedied:

A### (i.e., an "A" followed by three numbers) usually means a low file count

Your CONFIG.SYS may need to be modified. If you get a message that reads "Internal Error" or "Underworld can no longer run. Error code A###", edit your CONFIG.SYS file so the line reading "FILES=##" reads "FILES=20" (or more). This should allow you to play the game. (Consult Optimizing Your System)

B### means low conventional (base) memory.

Run the MEM program included with DOS to check your computer's available RAM. To do this, type MEM after the prompt for the drive in which you have installed the game. Consult the "Largest executable program size" line. UW1 requires 565,248 bytes for all options and UW2 requires 581,632 bytes for all options. Free up RAM if needed or make a new floppy boot disk. (consult Optimizing Your System)

Ultima Underworld™

C### means a problem with expanded (EMS) memory.

You may be using a non-compatible memory manager. UW1/UW2 require a LIM4.0 EMS or 100% compatible driver. Compatible memory managers include DOS's EMM386.EXE and QEMM386.SYS. This error may also indicate that you do not have enough expanded memory allocated to run this game. Consult Memory Requirements and Optimizing Your System.

E### means that you do not have enough hard disk space.

You must have at least 2 megs free on your hard disk to install and play either game, even if you are playing it directly from the CD.

You may have chosen an invalid configuration during the install process. Check your configuration and if necessary, re-install the game.

You may have filled all free space on the active hard drive. Use the DOS DIR command to check available hard drive space. You need at least 2 megabytes for saved games and temporary files.

Q: My mouse is not working UW/UW2 CD-ROM. My mouse works with all of my other software applications - why not with UW/UW2?

A: If your mouse is not working with UW/UW2, you should first check to see if your mouse has been loaded in DOS (in your AUTOEXEC.BAT file) or onto the boot disk you are using to play the game. Windows and many other "multitasking" environments load their own built-in mouse drivers. These mouse drivers will not operate outside of their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing MOUSE ENTER at the command prompt. For example,

C:\MOUSE ENTER

This command can differ depending on which mouse driver software you are using. Please consult your mouse user's guide for further details.

Some rare combinations of hardware and software cause mouse conflicts that freeze the on-screen pointer. If your mouse pointer ever stops moving, press Alt F4 to free the mouse and allow the pointer to move normally, or get a Microsoft mouse driver version 7.0 or higher.

Q: When I try to run the game, I get a message that says, "Sound System Initialization Failed."

A: You probably have enough memory to run the game, but not enough to load the sound drivers you selected during installation. You will either have to increase the amount of free DOS memory (see Optimizing Your System) or play without sound.

Or if your sound card is not one of the cards listed on the box or in the installation program, but is 100% compatible with one of the cards listed, it may need to be configured for Sound Blaster emulation mode. Consult your sound card manual.

Q: (UW1 only) When I select PC Speaker sound effects all I get are “Beeps” and “Boops.”

A: There’s nothing wrong with your speaker or your game. The PC speaker sound effects are not intended to be realistic. They do, however, provide important feedback (whether you hit a creature in combat, for example.) The best answer is to upgrade your system with a sound card. (The installation menu lists the cards supported by Underworld.) If a system upgrade is impossible and you would rather play without sound, select the OPTIONS icon from the main game screen, followed by the SOUND option. Turn the sound off and return to the game.

Q: Is it possible to play different characters in different games?

A: Each game allows you to save up to four different games at once. For each game, you can save four different points in a single adventure. You can also save on character’s adventure in the first saved game slot, another character’s adventure in the second slot, and so on. Any combination of characters and saved game slots is possible (up to the maximum of four per game). Note that you cannot translate a UW1 character into UW2, or vice versa.

Q: The game runs too slowly.

A: Your computer may not be fast enough to run the game efficiently. The minimum configuration is a 386SX with a 16MHz processor - but movement and animation are faster and smoother on a faster computer. From the main game screen, select the OPTIONS icon, followed by DETAIL. Experiment with the various detail levels until you find a balance between speed and detail that suits you.

Q: I’ve tried to save my game, but I keep getting a message that says “SAVED GAME FAILED.”

A: Each saved game can take up to 500K of hard disk space. If you don’t have that much available, you can’t save. To get around this, you can save your new position over an existing saved game. Select the OPTIONS icon from the main game screen, followed by the SAVE GAME option. Then, simply select a saved game slot you’ve already used. When you are asked to enter a name from the game, press Enter to use the same name as the old game, or type in a new one. In addition, you must have 700K (UW1) or 1200K (UW2) of free hard disk space available when you begin a mission.

Ultima Underworld™

Q: When I start, the music sounds very odd on my Sound Blaster Pro.

A: Early versions of the Sound Blaster Pro require different configurations than later versions. To correct this, run the SET-ENV program that came with your Sound Blaster Pro. This will automatically set the environment variable properly. If this doesn't work, this variable can be set manually. Consult your Sound Blaster Pro docs or your hardware dealer for more information.

Q: (UW2 only) I am having trouble using my joystick.

A: Your joystick may be set to "auto fire". If this is the case, you have difficulty moving your character and the buttons may not function as you expect. To correct the problem, turn auto fire off. If your joystick doesn't allow you to turn auto fire off, unplug it and play with a mouse or use the keyboard controls.

Q: (UW2 only) I seem to spin around even when I am not touching the mouse, joystick, or keyboard controls.

A: This can be caused by a miscalibrated joystick. Press Ctrl J and follow the instructions on screen to calibrate and center your joystick. If you cannot get the joystick properly calibrated, you will have to unplug it and play with the mouse or the keyboard controls.

Q: Why does my computer crash when I try to play UW/UW2 through Microsoft Windows (or OS/2, Desqview, or DOS 5.0 Task Swapper)?

A: "Multi-tasking" environments - Windows, Desqview, Software Carousel, DOS 5.0 Task Swapper, and so forth - often conflict in their use of memory and other system resources with the UW/UW2 CD-ROM. We do not recommend playing UW/UW2 under these circumstances. Even if you do run the game under a multi-tasker, do not swap to another application while playing. Your system will crash if you try to suspend UW/UW2 to run another program. In general, we recommend that you log out of Windows (or similar applications) and play from the DOS prompt.

Q: My CD drive is too slow to play the game from. Can I play either game from my hard drive?

A: To copy the CD version of Underworld onto your hard drive, follow these steps:

Make sure you have at least 13 megabytes of hard drive space available. Type XCOPY D:\UW C:\UW /E/S ENTER. This will copy all of the necessary files to a \UW directory on your hard drive. (This assumes your CD drive is D: and your hard drive is C: — if not, substitute the appropriate drive letter in the above entry.)

When the files have finished copying, change to your newly created C:\UW directory and type UINSTALL ENTER. This will begin the Underworld configuration process. (For UW1 only, at the option for SELECTING CUT SCENES STATIC OR ANIMATING, select ANIMATING. STATIC will not work.)

After completing the configuration, type UW ENTER to begin playing.

To copy the CD version of Underworld II onto your hard drive, follow these steps:

Make sure you have at least 13 megabytes of hard drive space available. Type XCOPY D:\UW2 C:\UW2 /E/S ENTER. This will copy all of the necessary files to a \UW2 directory on your hard drive. (This assumes your CD drive is D: and your hard drive is C: — if not, substitute the appropriate drive letter in the above entry.)

When the files have finished copying, change to your newly created C:\UW2 directory and type UINSTALL ENTER. This will begin the Underworld II configuration process.

After completing the configuration, type UW2 ENTER to begin playing.

Note: The install program will ask if you want to delete or leave extra sound files if you are running without digitized speech or no sound. You can delete these files to save space, but (contrary to what the install program says) you will not be able to add them later without recopying the game to your hard drive.

Q: My Sound Blaster beeps before playing digital effects.

A: Under OS/2 old Sound Blaster ROM (1.5) will cause this. Reinstalling without digital effects will fix this, though you will lose digital effects. We recommend operating under a DOS 5.0 or higher environment.

THE STYGIAN ABYSS REFERENCE CARD

BEGINNING PLAY

Install the game, following the directions above. Change to the CD-ROM drive and type UW ENTER to begin play. If you used our default selections, you would type:

D: ENTER

UW: ENTER

The first time you play, typing UW takes you to the title screens, followed by the introduction. Press ESC to bypass the titles and/or introduction and go to the Main Menu.

If you have played (and saved) the game, typing UW takes you to the Main Menu.

MAIN MENU

To select an option with the mouse, click on it. With the keyboard, use the arrow keys to highlight it, then press ENTER to select it.

Create Character. Choose before you begin a new game. Use the mouse or arrow keys and follow the directions on-screen to make selections.

Introduction. Allows you to watch the introduction.
(Press ESC to exit at any time.)

Acknowledgments. Lists the people who created ULTIMA Underworld.

Journey Onward. If you have saved games, a list appears when you select Journey Onward. Move the pointer to the game you wish to play and click either button. (With the keyboard, use the arrow keys to highlight your choice and press ENTER.)

MAIN GAME SCREEN

When you Journey Onward, the main game screen appears.

3-D View Window. The view window shows what you see:
As you move, the view changes to reflect your new position.
When you take damage in combat, the window shakes.
When you are critically wounded, the screen flashes red.
When you are drowning, the screen flashes blue.

Normally, you look straight ahead, but you can look up and down:

To look down, press 1 repeatedly.

To look up, press 3 repeatedly.

To return to the “straight ahead” position, press 2.

Character Panel. Three panels share this position, and you can switch from one to the other at will.

The inventory panel shows all items you are carrying and wearing. From the inventory panel:

Left-click the runebag in your inventory to flip to the rune display.

Click on the pull chain to flip to the statistics panel.

The statistics panel displays detailed information about your character's skills and current condition. Click on the pull chain to return to the inventory panel.

Your rune display shows all of the runes you own. Click on the pull chain to return to the inventory panel.

On these panels, the right mouse-button triggers the action specified by the command icon selected; the left button selects, moves, or uses an object.

Vitality and Mana Flasks. Shows your current Vitality or Mana as compared to your maximums. If the Vitality flask is green, you are poisoned.

Rune Shelf. Click on runes in your rune display and they appear here. Click on a rune here to cast the spell represented by the runes on the shelf.

Compass. Indicates the direction you are facing. The red dot always points north. The arrows on the base of the compass allows you to use Easy Move mode. Clicking the compass itself gives you an indication of your character's condition and overall situation.

Message Scroll. Displays messages and results of commands.

Power Gem. In combat, the gem glows red, then yellow, then green, then sparkles as you put more power into an attack.

Current Spells. Icons represent active duration spells.

Command Icons. Access the game option panel, and determine whether the right mouse-button allows you to Look, Get, Use, Fight, or Talk.

Ultima Underworld™

Gargoyle. Above the view window is a gargoyle. During combat, the glow in its eyes changes as the condition of your foe changes:

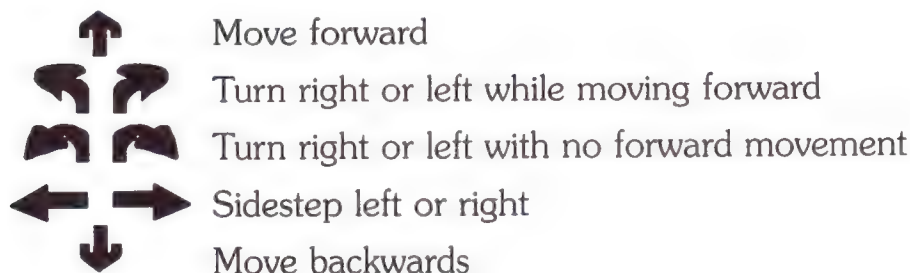
Green eyes mean your foe is still strong.

Yellow means the foe is hurt.

Red means the foe is severely injured.

MOVEMENT

Walking, Running, Swimming. Press and hold the left mouse-button while the cursor is in the 3-D view window. The further from the center of the window your cursor is, the faster you move. The shape of the cursor determines direction:



Jumping. Press the right mouse-button while the left button is down. (In fight mode, press J or SHIFT J on your keyboard.) Your speed determines how far you jump.

Standing still, you jump straight up.

Walking or running, you jump in the direction of your movement; distance jumped increases with speed.

Flying. Cast a Fly or Levitate spell, or use an appropriate magic item. Use E to rise into the air. Use the normal movement commands to determine direction of flight. Use Q to lower yourself.

INTERACTING WITH THE WORLD

Default Mode. If no icons are highlighted, you are in Default Mode. (To “un-select” a highlighted icon, click on it.)

Talk. Put the cursor on the person or creature and briefly right-drag the mouse.

Get. Position the cursor on the object, press and hold the right mouse-button. If the object is “get-able” it will be put in-hand when you drag the object somewhere on the screen. Release the button to drop the item.

Look. Right-click on the creature or item you want to examine.

Fight. Move the cursor to your inventory and click on the weapon in your weapon-hand. Click on the weapon again to exit fight mode.

Use. To use an object in your inventory, left-click it. To use an object in the view window, position the cursor on the object, and briefly right-drag it.

NOTE: To access the game options menu you must click on the Options icon or press the appropriate keys on the keyboard.

Icon Mode. Use the right mouse-button to interact with things in the underworld. The command icons determine what the right button does.

Options Icon. Click on this to bring up a list of game-related functions and to pause the game. Click on the function you wish to access:

Save Game. Preserves your current game state. You can have up to four saved games at once. Each saved game requires about 300K of hard disk space. Always save before ending a game session.

Restore Game. Begins the game at a point you saved. Click on this option, then on the roman numeral that matches the name of the saved game.

Music. Toggle music on or off.

Sound. Toggles sound effects on or off.

Detail. Increases or decreases the level of graphic detail.

Return to Game. Resumes play when you're done selecting options.

Quit Game. Returns you to DOS. (This does not save the game.)

Talk Icon. Left-click this icon, then right-click the character you want to talk to.

Get Icon. Left-click this icon, then right-click the object you want to pick up.

Look Icon. Left-click this icon, then right-click the object or area you want to look at.

Ultima Underworld™

Fight Icon. Left-click this icon. To attack, right-click and hold until you're ready to attack, then release the right button.

Use Icon. Left-click this icon, then right-click the object you want to use. For actions that require a target, left-click this icon, then right-click the object you wish to use (putting it "in-hand".) Move the object in-hand over the target object and right-click again.

HEALING

To regain lost Vitality (or shake off the effects of poison), you must eat and sleep, or cast healing magic.

The healing spells are Lesser Heal, Heal, and Greater Heal, in order of the Vitality they restore. These do not restore Mana.

To regain Vitality and Mana, you must sleep. Press F10 or use a bedroll. When you awaken, you gain some percentage of lost Vitality and Mana. If you are hungry, sleep does less to revitalize you.

PAUSING THE GAME

With a mouse, click on the Options Icon. This pauses the game and brings up a menu of options. To unpause, click on "Return to Game". On the keyboard, press F1 to pause, ESC to unpause.

MAGIC

Magic requires three things:

Mana. The Mana point cost of a spell is triple the Circle of the spell.

Character Level. Your character level, halved and rounded up, must equal or exceed the Circle of the spell.

Rune Stones. The rune stones required to cast each spell are listed below.

Casting Spells. If the three conditions above are met, you can attempt to cast a spell. To do so, click on the runebag in your inventory, then click on each rune required to cast the spell, in order. When the runes appear on the rune shelf, left-click anywhere on the rune shelf.

Targeting Spells. Some spells must be targeted. When you left-click the rune shelf to cast such a spell, a targeting cursor appears on screen. For combat spells, the targeting cursor is a red circle. For non-combat spells, the cursor is a blue cross.

When a targeting cursor appears, position it on the person, creature, or object you wish to target, then right-click to unleash the spell. (You may or may not succeed.)

The Eight Circles of Runic Magic

Spell List

First Circle

Create Food	IMM
Light	IT
Magic Arrow	EP
Resist Blows	BH
Stealth	HP

Second Circle

Cause Fear	PK
Detect Monster	NM
Lesser Heal	IBM
Rune of Warding	IP
Slow Fall	RMK

Third Circle

Concea	BHT
Lightning	EX
Night Vision	PT
Speed	RTK
Strengthen Door	HP

Fourth Circle

Heal	IM
Levitate	PK
Poison	PM
Remove Trap	EP
Resist Fire	HP

Fifth Circle

Cure Poison	ET
Fireball	KP
Missile Protection	XHK
Name Enchantment	ENM
Open	MA

Sixth Circle

Daylight	AIT
Gate Travel	ARK
Greater Heal	AIM
Paralyze	PMK
Telekinesis	EKA

Seventh Circle

Ally	IMR
Confusion	APN
Fly	APK
Invisibility	AHT
Reveal	EPT

Eighth Circle

Flame Wind	PD
Freeze Time	ET
Iron Flesh	IAT
Roaming Sight	EKN
Tremor	AKA

Ultima Underworld™

COMBAT

Using a Hand Weapon.

Click on a weapon in your weapon hand (or on the Fight icon) to enter fight mode.

Position the cursor on your target.

Hold down the right button until the weapon is drawn back (You can continue to move by pressing the left button while the right button is pressed).

With the weapon drawn back, the power gem begins to brighten, indicating how much power you are putting into the attack.

Release the mouse-button to attack. (If the gem is still red when you release the button, your attack is aborted.)

Types of Attack.

Bash. Press the right button when the cursor is high in the view window.

Slash. Press the right button when the cursor is in the middle of the view window.

Thrust. Press the right button when the cursor is low in the view window.

Missile Weapons.

Ready a missile weapon by placing it in your hand on the Inventory panel. Make sure you have ammunition in your inventory. Enter fight mode.

Press and hold the right mouse-button to initiate an attack (screen location doesn't matter).

When the jewel is green, your weapon is ready to shoot and a red, circular cursor appears.

Move the cursor where you want to aim your weapon.

Release the mouse-button to unleash the attack.

Ultima Underworld™

CONVERSATION

To talk to a character or creature:

Click on the Talk icon.

Position the cursor over the character you wish to talk to, then press the right mouse-button to bring up the conversation screen. The other person's comments appear on the large scroll in the center of the screen. Your response options appear on your message scroll.

Move the yellow cross onto the option you want and click either button (or press the number of the statement you want to make).

Read the other person's response and pick one of your own. If you see the word "[MORE]" at the end of a comment, click either mouse-button or press any key to see the rest of what the other person has to say. If you see the word "Other" in your list of choices, you have the option of typing in something that isn't on your list.

If you have the last word in a conversation, you return to the main game screen automatically. Otherwise, click either mouse-button or press any key.

Bartering

Select the option on your conversation option list that says you want to trade items.

Get items you are willing to trade and put them in your barter area.

Click on items in either barter area to select or deselect them for the current trade.

Offer the deal by clicking on the appropriate menu line, or click on "I must think about this deal" to use your appraise skill.

If the person or creature with whom you are dealing accepts the deal, any items you offered disappear into your trading partner's inventory. Now, you may move traded items from his barter area into your inventory.

If the deal isn't accepted, you can change the highlighted items in either barter area and try again.

At the end of a bartering session, any items that now belong to you appear on the floor in front of you.

Giving and Getting Items

Place the item you wish to give or show in your barter area.

Select a conversation option like “I wish to give you this gift.” The character takes the item from your barter area, or simply looks at it, depending on the circumstances.

If a character gives you something, it appears on your cursor, allowing you to place it in your inventory.

Repairing Items

Some characters in the Abyss offer to repair items. To have a broken item repaired, place it in your barter area before you select the option requesting the repair.

To repair damaged weapons or armor yourself:

Use an anvil as you would any item.

When your cursor turns into an anvil, click on the broken item.

A message appears telling you how difficult the repair will be and asking if you want to continue.

Select “Yes” or “No”.

KEYBOARD CONTROLS

When using a keyboard, note that the game is case-sensitive - **SHIFT A** is not the same as **A**.. Also, there are some keyboard commands for which there are no mouse equivalents - even mouse users must use these. These commands are listed below in *italics*.

Menus



Up to next
option above



Top of List or



Down to next
option below



Top of List



Left one column
(2-column lists only)



Bottom of List or



Right one column
(2-column lists only)



Bottom of List or

Normal Movement



Run Forward



Turn Right



Easy Move
Run Forward



Easy Move Right



Walk Forward



Slide Left



Easy Move
Walk Forward



Slide Right



Turn Left



Walk Backwards



Easy Move Left



Easy Move Backwards

Ultima Underworld™

Other Movement

Fly Up



Fly Down



Look Down



Center View



Look Up



Standing Long Jump



Jump

Combat Mode Keys

Bash



Slash



Thrust

Special Function KeysGame Options/
Pause Game

Use Mode



Talk Mode



Flip Character Panel



Get Mode



Cast Spell



Look Mode



Use Track Skill



Fight Mode



Sleep

Game Options

		Save Game			Change Detail Level
		Restore Game			Return to Game
		Change Music			Quit Game
		Change Sound Effects			

Cursor Movement Keys

	Move cursor one hot area right	
		Move cursor one hot area left

Numeric Pad

	-		Cursor Direction		Left Mouse Button
			Right Mouse Button		

Ultima Underworld™

Labyrinth of Worlds Reference Card

BEGINNING PLAY

Install the game, following the directions above. Change to the CD-ROM drive and type UW2 ENTER to begin play. If you used our default selections, you would type:

D: ENTER

UW2: ENTER

The first time you play, typing UW2 takes you to the title screens, followed by the introduction. Press ESC to bypass the titles and/or introduction and go to the Main Menu.

If you have played (and saved) the game, typing UW2 takes you to the title screens and then the Main Menu.

MAIN MENU

To select an option with the mouse, click on it. With the keyboard, use the arrow keys to highlight it, then press ENTER to select it.

Create Character. Choose before you begin a new game. Use the mouse or arrow keys and follow the directions on-screen to make selections.

Introduction. Allows you to watch the introduction. (Press ESC to exit at any time.)

Acknowledgments. Lists the people who created ULTIMA Underworld II.

Journey Onward. Journey Onward. If you have saved games, a list appears when you select Journey Onward. Move the pointer to the game you wish to play and click either button. (With the keyboard, use the arrow keys to highlight your choice and press ENTER.)

MAIN GAME SCREEN

When you Journey Onward, the main game screen appears.

3-D View Window. The view window shows what you see:

As you move, the view changes to reflect your new position.

When you take damage in combat, the window shakes.

When you are critically wounded, the screen flashes red.

When you are drowning, the screen flashes blue.

Ultima Underworld™

When you wear or use a cursed item or a spell backfires, the screen flashes orange.

Normally, you look straight ahead, but you can look up and down:

To look down, press 1 repeatedly.

To look up, press 3 repeatedly.

To return to the “straight ahead” position, press 2.

Character Panel. Three panels share this position, and you can switch from one to the other at will.

The inventory panel shows all items you are carrying and wearing. From the inventory panel:

Left-click the runebag in your inventory to flip to the rune display.

Click on the pull chain to flip to the statistics panel.

Your rune display shows all of the runes you own. Click on the pull chain to return to the inventory panel.

The statistics panel displays detailed information about your character's skills and current condition. Click on the pull chain to return to the inventory panel.

On these panels, the right mouse-button triggers the action specified by the command icon selected, and, when used to drag, moves an item; the left button selects or uses an object.

Vitality and Mana Flasks. Shows your current Vitality or Mana as compared to your maximums. If the Vitality flask is green, you are poisoned.

Rune Shelf. Click on runes in your rune display and they appear here. Click on a rune here to cast the spell represented by the runes on the shelf.

Compass. Indicates the direction you are facing. The silver arrow-tip always points north. Clicking on the compass itself gives you an indication of your character's condition and overall situation.

Message Scroll. Displays messages and results of commands.

Power Gem. In combat, the gem starts red, turns green, then sparkles when the attack is at maximum power.

Current Spells. Icons represent active duration spells.

Ultima Underworld™

Command Icons. Accesses the game option panel, and determines whether the right mouse-button allows you to Look, Get, Use, Fight, or Talk.

Gargoyle. Above the view window is a gargoyle. During combat, the glow in its eyes changes as the condition of your foe changes:

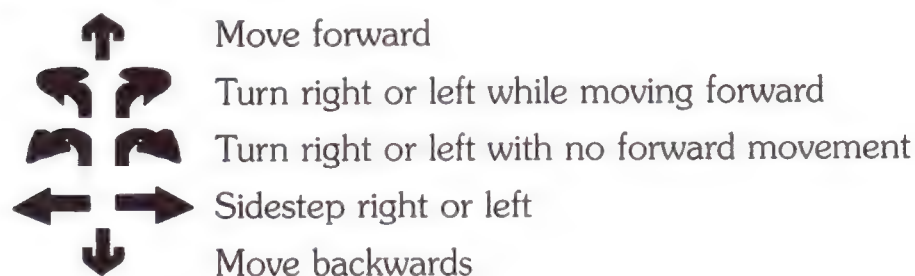
Green eyes mean your foe is still strong.

Yellow means the foe is hurt.

Red means the foe is severely injured.

MOVEMENT

Walking, Running, Swimming. Press and hold the left mouse-button while the cursor is in the 3-D view window. The further from the center of the window your cursor is, the faster you move. The shape of the cursor determines direction:



Swift-moving water and slick ice may make movement difficult and may even cause you to move in a direction you didn't want to go!

Jumping. Press the right mouse-button while the left button is down. (In fight mode, press J on your keyboard.) Your speed determines how far you jump.

Standing still, you jump straight up. You jump forward if you press SHIFT J. Walking or running, you jump in the direction of your movement; distance jumped increases with speed.

Flying. Cast a Fly or Levitate spell, or use an appropriate magic item. Use E to rise into the air. Use the normal movement commands to determine direction of flight. Use Q to lower yourself.

Ultima Underworld™

INTERACTING WITH THE WORLD

Quick Mode. If no icons are highlighted, you are in Default Mode. (To “un-select” a highlighted icon, click on it.)

Talk. Put the cursor on the person or creature and briefly right-drag the mouse.

Get. Position the cursor on the object, press and hold the right mouse-button. If the object is “get-able”, it will be put in-hand when you drag the object somewhere on the screen. Release the button to drop the item.

Look. Right-click on the creature or item you want to examine.

Fight. Move the cursor to your inventory and click on the weapon in your weapon-hand. Click on the weapon again to exit Fight mode.

Use. To Use an object in your inventory, left-click it. To use an object in the view window, position the cursor on the object, and briefly right-drag it.

NOTE: To access the game options menu you must click on the Options icon or press the appropriate keys on the keyboard.

Icon Mode. Use the right mouse-button to interact with things in the world. The command icons determine what the right button does.

Options Icon. Click on this to bring up a list of game-related functions and to pause the game. Click on the function you wish to access:

Save Game. Preserves your current game state. You can have up to four saved games at once. Each saved game requires about 500K of hard disk space. Always save before ending a game session.

Restore Game. Begins the game at a point you saved. Click on this option, then on the roman numeral that matches the name of the saved game.

Music. Toggle music on or off.

Sound. Toggles sound effects on or off.

Detail. Increases or decreases the level of graphic detail.
Return to Game. Resumes play when you're done selecting options.

Quit Game. Returns you to DOS. (This does not save the game.)

Ultima Underworld™

Talk Icon. Left-click this icon, then right-click the character you want to talk to.

Get Icon. Left-click this icon, then right-click and drag the object you want to pick up.

Look Icon. Left-click this icon, then right-click the object or area you want to look at.

Fight Icon. Left-click this icon. To attack, right-click and hold until you're ready to attack, then release the right button.

Use Icon. Left-click this icon, then right-click the object you want to Use. For actions that require a target, left-click this icon, then right-click the object you wish to Use (putting it "in-hand".) Move the object in-hand over the "target" object and right-click again.

MAGIC

Magic requires three things:

Mana. The Mana point cost of a spell is triple the Circle of the spell.

Character Level. Your character level, halved and rounded up, must equal or exceed the Circle of the spell.

Rune Stones. The rune stones required to cast each spell are listed below.

Casting Spells. If the three conditions above are met, you can attempt to cast a spell. To do so, click on the runebag in your inventory, then click on each rune required to cast the spell, in order. When the runes appear on the rune shelf, left-click anywhere on the rune shelf.

Targeting Spells. Some spells must be targeted. When you left-click the rune shelf to cast such a spell, a targeting cursor appears on screen. For missile spells, the targeting cursor is a red circle. For non-missile spells, the cursor is a blue cross.

When a targeting cursor appears, position it on the person, creature, or object you wish to target, then right-click to unleash the spell. (You may or may not succeed.)

The Eight Circles of Runic Magic

See page 179.

HEALING

To regain lost Vitality (or shake off the effects of poison), you must eat and sleep, or cast healing magic. No healing magic restores Mana. The spells which restore Vitality are Lesser Heal, Heal, and Greater Heal (in order of the Vitality they restore). Cure Poison has no effect on Vitality, but reverses the effects of any toxins in your character's system. Restoration restores all Vitality, and it also negates poison, hunger, paralysis, and fatigue.

To regain Vitality and Mana, you must sleep. Press F10 or Use a bed or bedroll. When you awaken, you regain a percentage of lost Vitality and Mana. If you are hungry, or you have slept very recently, sleep does less to revitalize you.

PAUSING THE GAME

With a mouse, click on the Options Icon. This pauses the game and brings up a menu of options. To unpause, click on "Return to Game". On the keyboard, press F6 to pause and F6 again to unpause.

THE AUTO-MAP

Use the auto-map parchment to bring up a full-screen map. Your position is indicated by a small pushpin. Usually, the map updates itself automatically as you explore, but it is possible to get lost.

Changing Views. Click either mouse-button on a facet of the gem on the right-hand side of the map to bring up an image of the world represented by that facet. Click on the castle in the center of the gem to bring up the map of Lord British's castle.

To view maps of different levels in a given world, click either mouse-button on the arrows in the upper- and lower-right corners of the map until the level you want is displayed.

Notes. To write a note, move the quill-shaped cursor until it is pointing where you want your note to appear, click either mouse-button and begin typing. To end the note, click again, press ENTER or press ESC.

Ultima Underworld™

To erase a note, move the cursor over the eraser, click either mouse-button, move the erase over the note you want to erase and click either mouse-button.

Exiting the map. To return to the game from the auto-map, click either mouse-button on the "Close" scroll or press ESC.

COMBAT

Using a Hand Weapon.

Click on a weapon in your weapon hand (or click on the Fight icon) to enter fight mode.

Position the mouse cursor in the view window to select an attack type. (See "**Types of Attack**" below.)

Hold down the right button until the weapon is drawn back (You can continue to move by pressing the left button while the right button is pressed).

With the weapon drawn back, the power gem begins to brighten, indicating how much power you are putting into the attack.

Release the mouse-button to attack. (If the gem is still dark green when you release the button, your attack is aborted.)

Types of Attack.

Bash. Press the right button at the beginning of each attack when the cursor is high in the view window.

Slash. Press the right button when the cursor is in the middle of the view window.

Thrust. Press the right button when the cursor is low in the view window.

Missile Weapons.

Ready a missile weapon by placing it in your hand on the Inventory panel. Make sure you have ammunition in your inventory. Enter Fight mode.

Press and hold the right mouse-button to initiate an attack (screen location doesn't matter).

When the jewel is green, your weapon is ready to shoot and a red, circular cursor appears.

Move the cursor where you want to aim your weapon.

Release the mouse-button to unleash the attack.

Ultima Underworld™

CONVERSATION

To talk to a character or creature:

Click on the Talk icon. (In Quick Mode, skip this step.)

Position the cursor over the character you wish to talk to, then press the right mouse-button to bring up the conversation screen (or, in Quick Mode, position the cursor on the character, then right-click and drag the mouse). The other person's comments appear on the large scroll in the center of the screen.

Your response options appear on your message scroll. Move the mouse cursor onto the option you want and click either button (or press the number of the statement you want to make).

Read the other person's response and pick one of your own. If you see the word "[MORE]" at the end of a comment, click either mouse-button or press any key to see the rest of what the other person has to say. If you see the word "Other" in your list of choices, you have the option of typing in something that isn't on your list.

If you have the last word in a conversation, you return to the main game screen automatically. Otherwise, click either mouse-button or press any key.

Bartering

Select the option on your conversation option list that says you want to trade items.

Get items you are willing to trade and put them in your barter area. Click on items in either barter area to select or deselect them for the current trade.

Offer the deal by clicking on the appropriate menu line, or click on "I must think about this deal" to use your appraise skill.

If the person or creature with whom you are dealing accepts the deal, any items you offered disappear into your trading partner's inventory. Now, you may move traded items from his barter area into your inventory.

If the deal isn't accepted, you can change the highlighted items in either barter area and try again.

At the end of a bartering session, any items that remained in the barter that belong to you appear on the floor in front of you.

Ultima Underworld™

Giving and Getting Items

Place the item you wish to give or show in your barter area.

Select a conversation option like “I wish to give you this gift.” The character takes the item from your barter area, or simply looks at it, depending on the circumstances.

If a character gives you something, it appears on your cursor, allowing you to place it in your inventory.

Repairing Items

To repair damaged weapons or armor:

Use an anvil as you would any item.

When your cursor turns into an anvil, click on the broken item.

A message appears telling you how difficult the repair will be and asking if you want to continue.

Select “Yes” or “No”.

Ultima Underworld™

KEYBOARD CONTROLS

When using a keyboard, note that the game is case-sensitive - SHIFT A is not the same as A.

Also, there are some keyboard commands for which there are no mouse equivalents - even mouse users must use these. These commands are listed below in italics.

Two of these keyboard-only commands require additional explanation: The Handedness command and the Save to .GIF command.

Handedness. Some players find it easier to click and drag with the left-mouse button than with the right. The game allows you to do this with the Alt H command. Pressing Alt H reverses the functionality of each mouse button. So, for example, you could press Alt H and use the right mouse button to move. All functions normally associated with the right mouse-button would then be controlled by the left.

Save to .GIF. Press Alt Q to save any game screen (including your automap) as a .GIF file. With appropriate software, you can then view saved screens whenever you wish. Many .GIF viewers and conversion programs are available as shareware and can be downloaded from computer bulletin board systems. Note that you cannot save introduction or endgame screens in this manner.

Menus

Up to next
option above



Top of List or



Down to next
option below



Top of List



Left one column
(2-column lists only)



Bottom of List or



Right one column
(2-column lists only)



Bottom of List

Ultima Underworld™

Normal Movement



Run Forward



Turn Left



Turn Right



Slide Left



Slide Right



Walk Backwards

Other Movement



Look Down



Center View



Look Up



Fly Up



Fly Down



Jump



Standing Long Jump

Combat Mode Keys



Bash



Slash



Thrust

Special Function Keys



Fight Mode



Use Mode



Get Mode



Game Options/Pause Game



Slide Character Panel



Cast Spell



Talk Mode



Use Track Skill



Look Mode



Sleep

Game Options



Reverse functions of left and right mouse buttons



Turn Music on/off



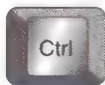
Save screen as .GIF file



Quit Game



Change Detail Level



Restore Game



Change Sound Effects



Save Game



Calibrate/Center joystick



Return to Game

Cursor Movement Keys

(in game and on auto-map)



Move cursor one hot area right



Move cursor one hot area left

Ultima Underworld™

Numeric Pad



Cursor Direction



Left Mouse Button



Right Mouse Button

JOYSTICK CONTROLS

In addition to mouse and keyboard control, you can play ULTIMA Underworld II with a joystick.

Movement

To move, push or pull the joystick in the direction you wish to go - push forward to move forward, pull back to move back, and so on.

Your speed is determined by how far you push or pull the joystick. The farther you move the stick, the faster you move.

(Note that you can't sidestep when using the joystick - you must use the keyboard commands.)

Selecting Options

To control cursor movement (to select one of the game icons, for example), press joystick button #1 and move the joystick. Moving the stick while button #1 is pressed moves the cursor, not your character.

(Since buttons vary from joystick to joystick, a bit of experimentation may be necessary in order to determine which button is #1 on your stick.)

Actions normally accomplished with the right mouse-button are accomplished by selecting an icon, moving the cursor, and pressing joystick button #2 when the cursor is over the person or object with which you want to interact.

Some actions may require you to keep both joystick buttons pressed simultaneously. For example, to pick up and move an object from the view window into your inventory, you would first press button #1 to move the cursor over the Get icon. Press button #2 to select this icon. Then press button #1 again and move the cursor over the object you want to pick up. Now, press button #2 while keeping button #1 pressed to pick up and move the object.

When it is over the appropriate circle in your inventory, release both buttons. The object will fall into place.

NOTE: that you can combine joystick and keyboard controls to increase efficiency. (In the example above, you could simply press 3 to select Get mode, saving yourself time and effort.)

In Brief

To move: No button, move joystick.

To control cursor: Button #1, move joystick

To emulate right mouse-button: Button #2

**Dragon
Wars™**

Dragon Wars

Contents

Introduction	204
Objective	205
The party	205
Creating characters	206
Character profile	207
Skills	209
Skill Descriptions	209
Skill Use	211
Magic	212
Low Magic	214
High Magic	215
Sun Magic	220
Druid Magic	224
Miscellaneous Magic	227
Combat	228
Getting Around	229
Paragraph Explanations	230
Dragon Wars Paragraphs	232
Command Summary	267

Introduction

Orbiting the star Sirius, millions of miles away from any other intelligent life, a tiny ball of hot water is home to amazing adventure. Sirius is three times the mass of our own star, and sixty times brighter; its huge bloated mass spans the entire horizon of the humid world of Oceana.

Oceana is a world of 85% water and getting wetter, as the baleful fury of Sirius erodes her diminutive polar ice caps year by year. Oceana is a world younger than our own, wedded to a star with but a fraction of the life expectancy of Sol. It is a world burning the candle at both ends, enjoying twice the light in half the time, and spinning all the faster toward annihilation and the Void.

Her surface is dotted with ten thousand islands. Some are home to thriving civilizations, while others are all that remain of greater achievements long since sunk beneath the waves. Oceana is a violent world of capricious storms, where natural geographic barriers and hostile sea-life hold people and empires apart. In no time of her history has Oceana known unified rule.

Of all the islands of Oceana, the most fabled by far is Dilmun, "The Land Where The Sun Sets." Located on a score of nautical charts, each time in a different place, Dilmun is always just over the horizon. It is the home to all that is best of Oceana - the home of her eldest empire; the seat of her finest culture; the lair of the most terrible beasts. It is an isle of dragons and a destination of pilgrims. Beneath Nisir, "The Mountain of Salvation," is the secret heart of Magan, the Underworld.

As your adventure begins, you find yourself aboard an armored pilgrim's barge, nosing through the still waters of a silent fjord, nearing the moment you will drop the plank on an isle you believe to be Dilmun. Perhaps you are a pilgrim in search of peace and enlightenment, or an adventurer on the trail of fabled treasure, or a weary mercenary seeking retirement and eternal slumber in vaults held high above the waves. Hopes are high as the incredibly ancient architecture of this isle's lone port swims into view. Rapture is just off the bow.

As it turns out, Purgatory is just off the bow ... rapture may or may not lie beyond the walls of the port city. No sooner does the pilgrim's barge enter the harbor than she is boarded by city officials, who quickly put all crew and passengers under arrest. Stripped of all possessions and wealth, one pilgrim in every ten is separated from the pack for sacrifice to the Dragons. Your party is among the fortunate remainder dropped naked and defenseless into the slums of Purgatory, there to fare as you will. The armored barge is confiscated and

made a part of Dilmun's rapidly growing navy - a navy that will one day sally out across the seas of Oceana, at long last bringing her beneath the heel of a single ruler: Namtar, the Beast From The Pit.

Back to basics in one of the most dangerous neighborhoods anywhere, you know only you've been had. A well-intentioned traveler, you've been treated like a beast by Namtar, and consigned to a life of perpetual poverty in Purgatory. No one escapes Purgatory alive, and few know the luxury to die in bed within her walls. Starting hip-deep in mud, you must use every trick just to stay alive, much less worry about sticking it to The Beast From The Pit.

Objective

You and your party are adventurers in the magical land of Dilmun, an island of salvation perverted into a world of horror by Namtar. You begin the game armed only with your wits in the savage streets of Purgatory. You must find a way to survive in Oceana's most dangerous slum, locate a way out of the same, and accept the impossible task of toppling Namtar. Vengeance must be yours!

Examine your reference card to determine how your mundane computer becomes a portal to the mystic world of Oceana. The card will show you both how to boot up your game and what keys to press to execute game commands and summon various menus. Once the game is up and running, you'll find a party waiting to begin the adventure in the middle of the stinking city of Purgatory. We'd tell you to watch your purse - but you don't have one! Nor do you have a belt from which to hang a purse, or pants from which to hang a belt, or... you get the idea.

The Party

A party can have up to four characters, plus up to three non-player characters. Non-player characters are summoned creatures or heroic individuals you may meet in your travels. Everyone else is one of your own people.

The game provides a beginning batch of characters for your use should you wish to jump directly into the adventure. All characters are able-bodied and have no brain damage - use them, or create your own. If you'd like to create your own characters, read the "Creating Characters" section.

It may also be possible to transfer characters from other computer games

into Dragon Wars - check the reference card for details. Be warned that such translation is inexact... characters arriving in this game from other “worlds” will find none of their magic objects and few of their spells make the journey with them.

Creating Characters

When the game fires up, you'll see the names of the default characters displayed on the screen. If you want to create your own characters, you'll have to delete those already present to make room. Type the number of the character you want to delete and follow the screen prompts - when you open a space in the party, the computer will offer you the chance to create a new character.

There's also an option to rename the default characters, which allows you to personalize your party without having to create a whole new batch of heroes.

The process of character creation requires you to spend points to custom-design your character. You are provided fifty character points to spend on attributes and skills. Characters will begin with a default value of ten in all attributes, and have no skills. By following the prompts, you can page through the character creation menus to modify attributes and purchase skills.

Character creation is an art, and you'll have to experiment if you want to arrive at the “perfect” design (if such a thing exists). To get you started in the right direction, consider the following design guidelines.

- No one character can do it all... nor should they. While everyone will benefit from weapon and magic skills, it helps if your characters specialize. It's better to have a character who is very good at something and useless in other fields than to have one who can do a little bit of everything.
- This is a game of slow character growth. Don't expect your characters to change very much, even if they earn vast amounts of experience.
- When buying skills for beginning characters, it is rarely wise to purchase more than one level. Situations requiring skill levels of two or higher are rare in the game, and you'll know them when you find them. If you find an instance where your skills are insufficient, you can always pursue another path, then return later when you've improved that relevant skill through experience.
- Finally, be aware that a character must master Low Magic before any other variety of magic can be learned.

Character Profile

See your reference card on how to view a character's profile. After a character is called up, you can perform a variety of functions, such as viewing statistics and managing your inventory of gold and items. As with character creation, just follow the prompts. A few minutes of hands-on experimenting will show you everything you need to know about the character profile.

Characters are represented by a series of words and numbers, the significance of which are illuminated below.

STRENGTH (STR): The most immediate effect of great strength is the ability to cause additional damage to foes. Strength is also useful for breaking things, lifting heavy objects, and opening stubborn pop bottles. High strength is required to use certain weapons; strength in excess of what a weapon requires provides additional damage. Inquiring at a weapons shop will sometimes tell you the strength requiring to use certain weapons.

DEXTERITY (DEX): A high dexterity makes you light on your feet, improves your chance of hitting the bad guys, and diminishes the chance of getting nailed yourself. Dexterity also determines the order in which a character acts in combat, starting with the highest dexterity and moving down to the lowest. Consider designing some magic-users with low dexterity, so they can cast healing spells at the end of a combat round.

INTELLIGENCE (INT): Ultimately, your characters are only as intelligent as you are. This statistic measures a character's abstract intelligence; it is important for learning spells and solving puzzles. Intelligence also affects your chance of successfully hitting an opponent with a spell.

SPIRIT (SPR): On Oceana, the mundane realm is just one part of life. Spirit reflects the strength of a person's soul, and is important for casting spells and resisting evil spirits. Spirit also determines the number of power points retained by magic users.

POWER (POW): Power is derived from spirit, and represents spell points used for energizing magic spells. Once spent on a spell, power points do not naturally regenerate... you will need to use a Dragonstone or find some other means of regenerating Power. For this reason, power points should be used with discretion. Power is twice your Spirit.

HEALTH: Health is terrifically important, for when health is reduced to zero, the character dies. Health can be restored only by certain spells, retaining the services of a healer, or through the use of the BANDAGE skill.

Dragon Wars™

Death is usually permanent on Oceana, but legend holds that somewhere in the depths of the Magan Underworld can be found the Well of Souls, within which resurrection is possible.

STUN: Stun is derived from health, and represents the ability to resist damage before a character falls unconscious at a stun value of zero. Characters generally run out of stun before they run out of health. Stun fully regenerates following every melee - you'll find yourself taking a lot of stun damage in the game, but it isn't really serious unless the whole party gets stunned all at once.

SEX: Male, female, sometimes, or never.

EXPERIENCE: Experience points are an abstract measure of a character's activity. The more things a character does - the more monsters he slays, the more secrets he discovers - the more experience points will be earned. Experience points translate into levels.

LEVEL: Levels are gained automatically as a character earns experience points. The computer will let you know when a character attains a new level. Initially your characters will rapidly gain levels, but after the fourth or fifth level you'll notice character growth is considerably slowed. This is because it requires progressively greater and greater amounts of experience to reach the higher levels. When your character reaches a new level, he receives two new character points that can either be saved or spent on skills and attributes.

ARMOR CLASS (AC): This rating indicates the quality of your armor. The more (and better) armor you wear, the more damage it can absorb before it starts counting against your health and stun. Armor does not make it harder for opponents to hit you. It does increase your life expectancy by taking damage that would otherwise be taken by your skull, ribs, etc. Remember, armor does not contribute to your DV - it may actually reduce AV. But your AC will rise if you wear armor, and it will help you survive.

ATTACK VALUE (AV) & DEFENSE VALUE (DV): These factors are based on your dexterity value divided by four, and are the basic statistics influencing combat. You'll want these numbers to be as high as possible, as they determine how often you will hit your enemies with weapons and spells, and how often you will be hit by the same. Some items increase or decrease AV and/or DV. Weapons usually improve AV, while armor actually decreases your combat values - armor will encumber you and may impair your performance slightly.

Your AV is different for magical combat and weapon combat, depending on your magical skills and weapon skills. These skills do improve your AV but the improvement is not shown on the AV gauge. For example, Raggletoke has a Dexterity of 16 and a crossbow skill of 1, and no other weapon skills. His base AV is 4; that's his Dexterity divided by four. When using a mace in combat, Raggletoke's AV is 4, since he has no weapon skills to increase his combat proficiency. However, when using a crossbow, his AV is 5 because of the influence of the crossbow skill. Remember, whichever skills he may be using at the time, Dragon Wars will display only his base AV without skill modifications - modifications for actual weapons or armor will be reflected.

SKILLS

Skills reflect a character's areas of expertise. Correct selection and use of skills is the key to completing the Dragon Wars adventure.

Skills are defined by type and level. In most cases a skill need not exceed level one to be useful, but to complete the game certain skills will have to be higher. For instance, a single level of skill is perfectly adequate for most of the LORE skills. Eventually attaining two or three levels of skill in LOCKPICK, BANDAGE, CLIMB, and the weapons and magic skills is recommended. Skills always begin at level one, but can be initially purchased at higher levels, or improved during play by the accumulation of experience points.

It isn't necessary for every character to have every skill. You can divide the labor to your advantage if you decide to have one LOCKPICK specialist, for example, a couple of characters with BANDAGE skill, and a CLIMBER. As long as you work as a team, specialization will help you survive.

SKILL DESCRIPTIONS

BANDAGE: A very important skill, as healing services are scarce in Dilmun. With greater skill, more health can be restored to an injured character.

CAVE LORE: Many of Dilmun's dangerous and exciting places are found underground, and having this skill may yield important information at appropriate moments.

CLIMB: Use this skill to climb over rocks, up into trees, and down to certain doom. Some obstacles require high levels of skill to overcome.

FOREST LORE: Dilmun is largely a wild place, and this skill yields knowledge on how to operate in a wooded environment. This skill is important to the Druids, who inhabit the forest lands of Dilmun's wilderness.

HIDING: If you can't kill something, and you can't outrun it, your only hope is to hide. Note that once you're in combat, it's too late.

TRACKER: While your characters' mundane eating and sleeping concerns are invisibly maintained by the game, you might find it useful to hunt every now and then. Using this skill allows you to track various creatures, be they men or beasts.

LOCKPICK: Valuable objects are usually locked within chests or behind doors. Seeing as how Namtar robbed you of all your worldly goods, you'll doubtless want to engage in a little first hand social reform by robbing from the rich (everyone else) to give to the poor (yourself). Knowing how to pick a lock is important to resolving your quest.

MAGIC SKILLS: The skills of LOW MAGIC, HIGH MAGIC, DRUID MAGIC, & SUN MAGIC are required to learn spells of a specific type. Furthermore, you must have the LOW MAGIC skill before you can learn any of the others. High levels of magic skill are useful, as they determine the maximum number of power points you can invest when casting a spell - the higher your applicable magic skill level, the greater the potential of your spells. A higher level of magic skill also increases the chance your spells will accurately hit their targets.

MOUNTAIN LORE: Fabulous treasures and fearsome beasts reside in Oceana's mountainous climes. Knowledge of the world's high mountain places might save your life.

FISTFIGHTING: Adds to your ability to hit when using fists.

ARCANE LORE: Dilmun is a magical place, and it's important to know about the world's magic, mysticism, and gods. A well-rounded sorcerer will combine magical might with arcane lore.

BUREAUCRACY: To liberate Dilmun from Namtar's foul grip, you will need to sway hearts and minds. To this end, skill in public speaking is important, as represented by the BUREAUCRACY skill. You might also have success using this skill on stubborn guards and petty officials.

SWIM: While it is generally not possible to swim between the islands of Dilmun, this skill with help you should you find yourself unexpectedly underwater. A character who can't swim could find himself in deep water

TOWN LORE: You will visit many of the towns of Dilmun in the course of your adventures - this skill will provide you with local legends and history.

PICKPOCKET: Times are hard in Dilmun, but there may still be a few unwary folk that you can practice this age-old skill on.

WEAPON SKILLS: You need not have the relevant skill to use a weapon, but doing so will improve your performance with the weapon in question. Each level of weapon skill adds 1 to your AV when you use that type of weapon. Note that the effects of weapon skills are not shown on the display of your AV, but rest assured the additional effects of your weapons skills are invisibly maintained by the computer.

For example, if Muskels the Barbarian has a 20 Dexterity, he'll have a base AV of 5. Armed with a flail and a Flail skill of 1, his AV with the flail will be 6, but Dragon Wars will only display his AV as 5, because the effects of weapon skills are not shown on the display.

When creating characters, there are several ways to get your AV up. You can either have a high Dexterity, which will increase both your AV and DV, or you can choose to add to your weapon skills, which will increase only your AV at a cheaper cost. Adding to weapon skills also restricts you to a certain weapon if you want the additional AV.

SKILL USE

In some cases, merely knowing a skill will be enough to benefit from it. This is sometimes the case with the Lore skills, which yield useful bits of knowledge at the appropriate time if a sufficient level of Lore knowledge is present. If one of your characters suddenly notes an odd detail and you didn't select the USE command, then a Lore skill has kicked in.

Other skills will require that you actually use them to be effective. If you're confronted by a puzzle or obstacle which you think can be solved by skill use, select the skill you want (see the reference card) and follow the prompts. You can use items and attributes using the same prompts. If you fail, but are still convinced you've used the proper skill, you probably need a higher proficiency level in the skill in question - come back and try again after you've learned a thing or two.

MAGIC

Namtar, the Beast From the Pit, is the mightiest sorcerer of Dilmun. Smart boy that he is, Namtar has manipulated King Drake of Kingshome into declaring a general ban on magic, thus giving Namtar a monopoly on this world's true power. The City States of Dilmun, none too closely allied to begin with, did not take kindly to this decree, and open warfare resulted. Spellcasting legions were chewed up in the opening weeks of the war, while conventional forces continue the struggle to this day. Namtar's Stosstrupen, a sort of magical secret police, eliminated most of Dilmun's top individual sorcerers before an effective resistance could be organized.

Namtar has all but won the war, and the formal practice of magic has been outlawed in Dilmun. Rumors persist that magic is still taught in secret out-of-the-way places, and it is one of your tasks to recover the world's lost magical knowledge.

Learning a spell always entails using magic scrolls. After a scroll is used, it vanishes forever, although the player reading the scroll will remember the spell for the rest of his life. Using scrolls is easy - finding them is the difficult part, but no one said the life of a hero was simple.

There are four branches of magic in Dragon Wars. All wizards must begin with Low Magic. There is no established school of Low Magic; teaching chores are handled by assorted bush wizards and holy men. Because teaching of Low Magic is so widespread - and because Low Magic is relatively mundane - Namtar has done little to shut it down. There's actually a functioning Low Magic shop in Purgatory.

The acknowledged master of High Magic was Lanac'toor, a dangerously unstable being formerly in residence in the City of the Yellow Mud Toad. Lanac'toor was the Stosstrupen's first target - he was ambushed while torpid following an excessive feast of lampreys. Lanac'toor's body was first turned to stone and then smashed to pieces. With Lanac'toor's demise, the practice of High Magic all but vanished from Dilmun, but rumors persist Lanac'toor himself had a teacher, and that the teacher resides somewhere in the Eastern Isles.

Oddly, Sun Magic remains public and legal. The Master of Sun Magic is Mystalvision, a great public hero in residence at the Temple of the Sun in Phoebus. Sun Magic has gained popularity in recent years as the great star Sirius gradually drowns the planet by melting the polar icecaps. Sun Magic combat spells are the most potent in the game.

Druid Magic is the way of the elements and the beasts, and is the purest of all magic, although not nearly so powerful as High Magic. The most skillful

druid is Zaton the Displaced, of which the current whereabouts are unknown. The Druid Magic cult has been driven underground by Namtar's persecution, but worship of the cult's patron deity, the beast-man Enkidu, continues at the various Druid shrines.

There is one further "class" of magic in Dragon Wars: that which is called "Miscellaneous Magic." These three spells are usable by anyone who has skill in any of the four standard classes of magic.

When you cast a spell, the computer always deducts a certain number of Power points from the caster. In some cases, you'll be prompted to indicate the number of points you want to invest in a spell. In such cases, the extra points will increase the duration of the spell or its damage or effectiveness. The number of points you can invest in these spells is limited to twice your current skill level in that area of magic.

The following few pages contain descriptions of all the world's known spells. Although many spells are well-documented through centuries of use, some descriptions are incomplete because of the spells' experimental or foreign nature. And, perhaps, because some spellcasters have placed themselves in great peril by playing with forces they do not know... Because of this, you will have to experiment with spell use to learn the best application of magic in each situation. In fact, creative use of spells may be a vital element necessary to solve the game.

List of Magic Spells

Key to Spells

SPELL NAME

Description of the spell, miscellaneous notes, and tips on casting.

Effect: Damage or other effects

Range: Distance the spell can be cast

Target: Who is affected by spell

Time: Duration of spell

Power: Power points taken.

Char	1 character
Group	1 group of monsters
Party	Every character in your party
Var	Variable. The more points you expend, the more damage or extended time. Maximum equals 2 times your skill in that magic class.
1-6 x P	Damage shown multiplied by power points expended.
hr.	Hour in the game (not real time)
Combat	Duration of entire encounter. Once one side or the other is defeated or flees, the spell ends.

Low Magic

MAGE FIRE

The beginning zap spell, and always worth falling back on if nothing more powerful is at hand.

Effect: 1-8 points.

Range: 30'

Target: 1 foe

Time: —

Power: 2

DISARM

This incantation disarms one foe - that is, if it carries a weapon. Dragons' claws not affected.

Effect: Disarm

Range: 30'

Target: 1 foe

Time: —

Power: 4

CHARM

This simple enchantment offers a small bonus to a character's ability in combat, and will heal 1-2 points of damage.

Effect: +1 AV

Range: Heal

Target: Char

Time: Combat

Power: 3

LUCK

If you'd rather be lucky than good, cast this spell on yourself or a friend. It improves your DV for the duration of the combat..

Effect: +2 DV

Range: —

Target: Char

Time: Combat

Power: 3

LESSER HEAL

A simple heal spell, restoring up to four points of health. Heal spells are very important, because you can't use the Bandage skill in combat. Learn a heal spell if you want to survive!

Effect: 1-4 pts

Range: Heal

Target: Char

Time: —

Power: 2

MAGE LIGHT

Useful for exploring dark places when a mundane source of light is not available. A "torch" icon will appear for the duration of the spell.

Effect: Light

Range: —

Target: Party

Time: Variable

Power: 1=3 hr

High Magic

COMBAT SPELLS

FIRE LIGHT

An improved zap spell. The greater the power of the caster, the more damage this spell will do.

Effect: 1-8 x P

Range: 30'

Target: 1 foe

Time: —

Power: Var

ELVAR'S FIRE

This was Lanac'toor's favorite method of dispersing autograph seekers. While this spell doesn't pack much punch, it is an area effect weapon, and can sometimes take out whole groups of lesser foes.

Effect: 2-12 points

Range: 30'

Target: Group

Time: —

Power: 6

POOG'S VORTEX

An improved version of Elvar's Fire, created by the arch-wizard Poog to suck away the life force of his foes.

Effect: 4-24 pts

Range: 20'

Target: Group

Time: —

Power: 11

REVEAL GLAMOUR

A very important spell that will (usually) dispel illusions. All is not as it seems, especially in the Eastern Isles.

Effect: Dispel

Range: 40'

Target: Group

Time: —

Power: 2

BIG CHILL

An area-effect version of Ice Chill that will inflict up to 24 points of damage to all opponents within range.

Effect: 4-24 pts

Range: 30'

Target: All

Time: —

Power: 15

VORN'S GUARD

Originally developed to protect a king and his entourage, this spell is excellent for parties desiring a blanket of magical protection. Improves armor class (i.e., damage absorbed), but has no effect on DV.

Effect: +2 AC

Range: —

Target: Party

Time: Combat

Power: 6

ICE CHILL

A precise spell that usually results in a frigid death for the victim. Like the Fire Light spell, Ice Chill is power-based, and while not so potent as Fire Light for beginner, it works at greater range.

Effect: 1-4xP

Range: 50'

Target: 1 foe

Time: —

Power: Var

MYSTIC MIGHT

Instant muscles for the friend of your choice, lasting for the entire combat.

Effect: +15 Str

Range: —

Target: Char

Time: Combat

Power: 4

COWARDICE

Fearsome foes suddenly fear you. They will either run away, or continue to stand and fight if they resist the spell. Works best against weaker opponents.

Effect: Foes run

Range: 60'

Target: Group

Time: —

Power: 8

SALA'S SWIFT

Improves the dexterity of a single character, for the duration of an entire combat. This will improve the target's AV and DV.

Effect: +8 Dex

Range: —

Target: Char

Time: Combat

Power: 5

DAZZLE

Use this spell to befuddle simple foes, but make sure someone is on hand to exploit your enemy's hesitation.

Effect: Miss Turn

Range: 30'

Target: 1 foe

Time: —

Power: 3

HEALING SPELLS

HEALING

More potent than the Low Magic 'Lesser Heal' spell, this enchantment can set broken bones and stop internal bleeding.

Effect: 1-6 pts

Range: —

Target: Char

Time: —

Power: 3

GROUP HEAL

A group medical plan the entire party will appreciate. Restores up to six points of health to each character

Effect: 1-6 points

Range: —

Target: Party

Time: —

Power: 6

OTHER SPELLS

AIR SUMMON

Conjures an air elemental for whatever lofty goal you pursue. See the 'Summoning' notes after the spell listing for further information.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

EARTH SUMMON

Creates a potent creature from stone and soil, under your command. The earth elemental is somewhat stronger and more durable than the air elemental.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

WATER SUMMON

Allies a spirit of the water for a time. Water elementals are a bit more powerful and stronger than the air elementals.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

FIRE SUMMON

Summons a fire elemental. Guaranteed to brighten up a party. The fire elemental is the most powerful elemental known.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

SENSE TRAPS

Safely guides you past dangerous deadfalls without tripping the traps.

Effect: Sense

Range: —

Target: Party

Time: Var

Power: 1=2 hr

CLOAK ARCANE

Renders the party partially invisible, diverting both the light around you and the force of your opponents' blows.

Effect: +2 AC

Range: —

Target: Party

Time: Var

Power: 1=1 hr

Sun Magic

COMBAT SPELLS

SUN STROKE

The Sun Magic version of 'Fire Light'. Subtle distinctions are claimed by those familiar with both spells.

Effect: 1-8 x P

Range: 20'

Target: 1 foe

Time: —

Power: Var

EXORCISM

The undead cannot abide the light of the sun. Usually. Not effective against the living.

Effect: 6-36 pts

Range: 50'

Target: Group

Time: —

Power: 5

RAGE OF MITHRAS

A hideously powerful spell thankfully restricted in that it can only harm one victim at a time. Can hit an enemy up to 70 feet away.

Effect: 1-6 x P

Range: 70'

Target: 1 foe

Time: —

Power: Var

WRATH OF MITHRAS

An ever more hideously powerful spell, featuring a small blast radius. Damage is lower than the Rage of Mithras, but affects a group.

Effect: 1-4 x P

Range: 90'

Target: Group

Time: —

Power: Var

FIRE STORM

Simply the most hideous spell known to man.

Effect: 6-36 points

Range: 60'

Target: All

Time: —

Power: 20

INFERNO

An underpowered version of Fire Storm. In the hands of an experienced character, it can actually cause more damage while using less power.

Effect: 1-4 x P

Range: 40'

Target: All

Time: —

Power: Var

HOLY AIM

Sheds divine light on a melee, and guides a righteous group in smiting their foes.

Effect: +2 AV

Range: —

Target: Party

Time: Combat

Power: 5

BATTLE POWER

Significantly improves the muscle ability of any band of heroes.

Effect: +10 Str

Range: —

Target: Party

Time: Combat

Power: 8

COLUMN OF FIRE

Sheets of flame fall from the heavens, preventing a group of opponents from advancing during their turn in combat.

Effect: Stops

Range: 40'

Target: Group

Time: —

Power: 5

MITHRA'S BLESS

Shields a group from harm with a blanket blessing, courtesy of an alien god.

Effect: +3 DV

Range: —

Target: Party

Time: Combat

Power: 5

LIGHT FLASH

Producing a blinding flash that might disorient foes. Especially useful against underground enemies and creatures unaccustomed to the light.

Effect: Lose Turn

Range: 50'

Target: Group

Time: —

Power: 6

ARMOR OF LIGHT

Cloaks a character in gleaming magic armor proof against most attacks.

Effect: +2 AC

Range: —

Target: Char

Time: Combat

Power: 6

HEALING SPELLS

SUN LIGHT

Improves the health of any one character. A little sunlight never hurt anyone.

Effect: 1-6 pts

Range: —

Target: Char

Time: —

Power: 3

HEAL

A potent heal spell which affects one character.

Effect: 2-8 pts

Range: —

Target: Char

Time: —

Power: 4

MAJOR HEAL

The best value in Sun Magic heal spells when more than one character is injured. Dispenses one 'Sun Light' spell on each party member.

Effect: 1-4 points

Range: —

Target: Party

Time: —

Power: 6

OTHER SPELLS

CHARGER

The perfect pick-me-up for depleted magic items. Non-addictive.

Effect: Charge

Range: —

Target: 1 item

Time: —

Power: 8

DISARM TRAP

Will safely trigger a trap. All you have to do is walk into a trap, and it'll safely be sprung.

Effect: Disarm

Range: —

Target: —

Time: Var

Power: 1=2 hr

GUIDANCE

Accurately tells you the direction you face. Very useful underground, where your friendly direction gauge is useless.

Effect: Compass

Range: —

Target: —

Time: Var

Power: 1=3 hr

RADIANCE

The best light spell known to wizardkind.

Effect: Light

Range: 40'

Target: Party

Time: Var

Power: 1=2 hr

SUMMON SALAMANDER

Either this spell conjures a potent magical creature, or it blows the caster's skull off. Give us a call and let us know.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

Druid Magic

COMBAT SPELLS

DEATH CURSE

A savage spell left over from the bad old days, designed to punch the ticket of someone you hate. Causes up to 18 points of damage to the target.

Effect: 3-18 pts

Range: 40'

Target: 1 foe

Time: —

Power: 6

FIRE BLAST

This potent spell unleashed a minor fire storm on one group of foes. Use with discretion.

Effect: 4-24 pts

Range: 30'

Target: Group

Time: —

Power: 12

INSECT PLAGUE

A formidable way to weaken some monsters' defenses, and a real drag at picnics. Reduces a group's AV and DV, making them vulnerable.

Effect: -2 AV, DV

Range: 60'

Target: Group

Time: Combat

Power: 4

WHIRL WIND

Possibly transports one or more foes away from you on a twisting cone of howling winds.

Effect: Push 30'

Range: 40'

Target: Group

Time: —

Power: 4

SCARE

If cast at the right time, can improve your party's ability in the eyes of your foes.

Effect: +2 AV

Range: —

Target: Party

Time: Combat

Power: 4

BRAMBLES

Erects a temporary barrier of thorns between your party and a group of opponents. Use the time thus gained to plan an effective attack.

Effect: Miss turn

Range: 60'

Target: Group

Time: 1 round

Power: 5

OTHER SPELLS

CREATE WALL

Erects a barrier of stone before the party. Also of use in repairing old buildings.

Effect: Create

Range: —

Target: —

Time: —

Power: 5

SOFTEN STONE

A very powerful spell popular with civil engineers. Useful for underground construction and removing certain walls.

Effect: Remove

Range: —

Target: —

Time: —

Power: 6

BEAST CALL

This holy spell of Enkidu is used in secret Druid rituals.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

WOOD SPIRIT

Creates a helpful ally from wood and bramble.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

INVOKE SPIRIT

Summons a friendly spirit to aid you in battle. See the restrictions and features described in the 'Summoning Spells' section.

Effect: Summon

Range: —

Target: —

Time: Var

Power: 1=4 hr

HEALING SPELLS

GREATER HEALING

Uses natural energies to rejuvenate and heal the wounds of any one character.

Effect: 1-6 pts

Range: —

Target: Char

Time: —

Power: 4

CURE ALL

The most powerful and efficient healing spell that ancient Druid learning has devised.

Effect: 1-8 pts

Range: —

Target: Party

Time: —

Power: 6

Miscellaneous Magic

ZAK'S SPEED

Named for a sorcerer of long ago, a nifty spell that improves the Dexterity of all characters in the party.

Effect: +15 Dex

Range: —

Target: Party

Time: Combat

Power: 10

KILL RAY

Courtesy of the demented Czar Strahkenhorc out of centuries past, this deadly beam will waste anything it strikes. Beware the terrible cost of this spell, as it can quickly drain a weak or weary wizard.

Effect: 10-80 pts

Range: 50'

Target: 1 foe

Time: —

Power: 15

PRISON

Pins a group of foes beneath the weight of a magical barrier, preventing them from advancing or running away.

Effect: Halt

Range: 60'

Target: Group

Time: Combat

Power: 8

A note on spell icons: The computer shows you that certain spells (most notably the light spells) are active by displaying an appropriate icon on the screen. When the icon vanishes, the spell has run out of juice and is no longer active. In the case of light spells, this usually results in the sudden onset of darkness. For the detect spells, it means you're no longer likely to detect danger at a distance.

Monster Summoning: A word is warranted on the subject of conjuring up creatures from other locales or dimensions for use in combat. Several High Magic and Druid Magic incantations bring forth creatures of this sort to do your bidding. All of these spells have some things in common: You must have an open character slot in your party to accommodate the summoned creature. You should also be aware that summoned creatures do not last forever, and will eventually return to the magic worlds from which they came, leaving a lifeless husk behind. The more Power points you invest in summoning a creature, the longer you can expect it to stick around. Finally, the lengthy and precise summoning spells cannot be cast in combat. Although summoned creatures come complete with their own armor and weaponry, you may be able to equip them with any items you choose.

COMBAT

Unless you're willing to roll over and die, you're going to have to fight. Fortunately, you have lots of options during combat, and if you exhibit the proper mix of prudence and courage you should emerge victorious more often than not.

You'll know a fight is brewing when a picture of some nasty being appears on the screen. The computer will tell you what you've encountered, and set the range at which the encounter begins. You'll have to close to within ten feet of the enemy before you can enter hand to hand combat, but spells and missile weapons can be used at varying ranges.

When facing a battle you can always run away, but it's more fun to fight.

Dragon Wars™

The game offers you two types of combat: Quick Fight, and Fight.

Quick Fighting gives you more limited combat options to speed encounters along.

If you choose Fight, instead of Quick Fight, you have a few more options. First off, you'll have the option of striking a normal blow (just like the Quick Fight option), a mighty blow (reduced chanced of hitting, but improves damage done to the target), or a disarm blow (try to know your opponent's weapon away without doing much damage). You also have a chance to rearrange your party, which is important if one or more characters have been incapacitated or killed - only the first four characters in the party order can actually fight in hand-to-hand combat. Finally, you can attempt to block, which improves your DV against the attack of a single foe.

In either type of combat, you always have the option use an item, run (shame on you!), dodge, or cast a spell. Dodging is similar to blocking, but it works against all enemies in the combat and is less effective.

Note that if you run from an encounter, the computer will actually run you across the map you are on for several moves... if you return to the scene of your defeat, don't be surprised if you run into the same enemies again. Just because you turned tail doesn't mean the bad guys are going to pack it in!

GETTING AROUND

The computer simulates the perspective view available to your characters. Think of the computer as a window to the world of Dragon Wars. Check your reference card for specifics on how to navigate around the world.

If you lose track of where you are, or start to develop a dangerous case of tunnel vision, try using the automap feature. (See your reference card for how to invoke automap.) You'll call up a town-down view of your character's present position, showing exactly where you are in relation to the local terrain. Black areas on the map represent areas you haven't explored yet--you must actually move through a square with your party to fill it in on the automap. Black areas that you cannot reach may indicate secret adventure areas worthy of further investigation. Then again, they may be solid rock.

Speaking of secret stuff, you'll find plenty of it in the game. Secret doors are indistinguishable from normal walls... until you walk through them. Clever use of the automap may reveal where secret doors "should" be. You'll know a locked door when you bump into it - try battering the door down with

strength, or maybe use your lockpick skill. The game also features exotic and rare one-way doors, teleporters, spinners, and... well, find out for yourself.

PARAGRAPH EXPLAINED

Frequently you will be instructed by the computer to read a certain numbered paragraph. The paragraphs are printed in the paragraph section of this manual (See page 232), and supplement the briefer online text present in the program. Paragraphs frequently elaborate on the information provided by the computer, but are an important source of clues and are not to be overlooked.

You'll greatly increase your enjoyment of the game by only reading those paragraphs to which you are specifically referred by the game. "Reading ahead" could spoil some of the surprises that await you in Dragon Wars. Don't try to read the paragraphs consecutively, as they are printed out of order and will prove confusing.

Ultimately, you put down your hard earned cash for this game, and you can of course do what you damn well please with the paragraphs. However, should you use the paragraphs as a free "cheat book," beware the wrath of Namtar... and be advised certain paragraphs are pure ya-ya that will do nothing to improve your performance in the game. In fact, acting on ill-gotten information could prove hazardous to your health. You have been warned.

ITEMS

Almost as important as your attributes, spells, and skills are the items you will discover during your quest. An item is anything you can pick up. A very few items are worthless, but everything else you find, buy, or steal in Dragon Wars could be important to completing the game.

Simple items are things like weapons (used to do mayhem to the bad guys) and armor (used to prevent the bad guys from doing the same to you). Magic armor and weapons can also be found in Dilmun - and there are no cursed magic items. Certain weapons could actually decrease your AV, but this means they're harder to use, not that they're imbued with evil magic. As Muskels the Barbarian said of his Crush Mace, "Yeah, it was harder to swing, but boy did it crack skulls!"

The use of many items may not be immediately obvious. Sometimes you will need to discover secret knowledge or clues to determine what to do with an item. Other times an item may be useful only in some part of the world you have not discovered. Keep track of the items your party carries, and try to use

them in novel ways. The secret to item use is to consider all the things an item can do... if you find a key, it is probably used to open a lock. If you haven't yet found a lock, remember you have a key, and keep your eyes open for locked doors or chests as you explore. No character can carry more than twelve items.

IMPORTANT: If you "discard" an item, it is gone forever... and along with it may go your only hope of solving the game, so manage your items carefully.

The various stores in Dilmun can only keep certain mundane, plentiful items in stock; there is high demand for the unusual. If you find unique items during your adventure and sell them to a store, they will be sold to other adventurers, and you cannot buy them back.

To use an item, follow your reference card's instructions on the "Use" command, and follow the menus. Select the item you want to use and give it a try. The worst that will happen is you'll look silly, and most of the time no one is looking anyway. Actually, that's not exactly true. Some magic items have limited uses. Once you've shot up an item's charges it usually cannot be recharged, so a certain amount of resource management should be applied to item use.

A FINAL NOTE

Dragon Wars is as much a story as a game. To complete your quest you must pay careful attention to your environment, and realize you are in the middle of a fully-developed fantasy world. Very little happens in this game without a reason. Take note of details, consider what motivates your enemy, and keep your eyes open. Finally, don't be afraid to take control of your own life. You are the hero of this saga, and without you there is no adventure.

Good luck.

HOLIDAY GUIDE TO OCEANA AND DILMUN, THE LAND WHERE THE SUN SETS

“Dilmun” is the name used to refer to the group of islands where the Dragon Wars adventure is set. Collectively, Dilmun is viewed by the residents of the planet Oceana as a place of salvation and retirement. Under Namtar’s foul rule, this formerly fair land has been twisted into a place of ruin and death. In better time, the Navigational Guild compiled this map of Dilmun for the benefit of pilgrims.

DRAGON WARS PARAGRAPHS

1) In this dark chamber are warehoused several sculptures of decidedly inferior quality. Mostly they are crude attempts at busts, or full-figure nudes of decidedly pornographic intent. Whoever produced these disasters, it could not have been the same artist that created the rest of the artwork you’ve seen on the estate.

2) Renewed by the fruit of your sacrifice, the vampire lord emerges from the tomb. “You have awakened me, and for this I am in your debt,” he lisps. “Do not presume to command me, however. You have not obtained the Silver Wheel, and until you do, my soul is my own!” The Lord of the Undead vanishes, leaving behind only an oily cloud of smoke, and the bucket of deep-fried jumbo shrimp. Back to the drawing board.

3) This is a shrine to the dark lady Irkalla, queen of Magan, the underworld of Oceana. Of all the structures in this area, this is the best preserved. Simple offerings of weeds and rocks lay before Irkalla, indicating some residents of this worldworship the dark queen. Irkalla’s image is blasted from bronze. She seems serene and confident, with a terrible sort of beauty lurking in her fierce countenance. The black pits of her eyes stare at you without emotion. Here is a deity to be feared - perhaps also to be loved.

4) You stand before the gate to Purgatory’s great public arena. Bloodthirsty residents of the Dilmun interior come here to enjoy the spectacle of outlander scum such as yourselves fighting to the death on the floor of the arena. A guard swaggers up to you. He is clad in the trappings of authority fine armor, a weather-beaten harness well-oiled weapons. “Oy there, you filthy street scum,” the guard growls. “you look fit enough to hold a weapon. Why not haul your butt into the arena and make yourself useful?” Why fight for another man’s pleasure when life in Purgatory is a daily struggle for survival?

You're about to turn away when the guard lays a heavy hand on your shoulder and adds, "You'll get your choice of arms...and if you defeat your foe, which I doubt, you might win Papers of Citizenship. Namtar help me - heathen dogs like you living in Dilmun! I don't like it, but the law is the law."

5) With distaste you discover the source of the foul odor. Before you is a low structure, not so much a building as an odd series of stone slabs leaning against one another. Some ancient stonemason identified this place with a legend carved into the rock: "Morgue". A more recent hand has added its own opinion:

"The way out, chumps!". The stench of the dead is overpowering, but sensing there's something important about this place you hang around on the fringes and observe the routine. Sallow work gangs of malnourished slaves, themselves more dead than alive, slowly carry corpses from the building and stack them in sloppy piles. You dimly wonder what crime or heresy landed these poor souls a job as slaves in a city of criminals. From time to time additional corpses are brought here by the more tidy citizens of Purgatory. These are deposited in the house or stacked in the piles without seeming purpose. After a time, several of the slaves bundle one or more corpses into a crude canvas sack and hurl the bundle over the wall. Distantly, you think you hear a splash. You judge you're near the harbor wall. Are the dead of Purgatory hurled into the waters of the city's harbor? It occurs to you a living man could lay with the dead, and journey with them in a sack over the wall and to freedom in the harbor beyond. How far do the sacks of corpses fall? Are they really tossed in the harbor, or do they tumble into a well? Could you escape from a bag of cadavers before it sank to the bottom of the sea, maybe forever mired in muck and weeds? Perhaps the overpowering smell of this place is starting to get to you. or perhaps this is your ticket out.

6) Here you find a simple wilderness shrine, tended by a lonely druid. He welcomes you to his temple, saying the place of worship is open to all. The shrine is earthy and natural. The walls seem rooted in the depths of the earth, the rock seems alive with animal spirit, the very air is crisp and sweet. You see that the patron deity of this shrine is the man-animal Enkidu. "He is the god of beast-men and man-beasts," the druid explains. "He respects only the strong and pure, to whom he will grant a powerful boon Before Namtar's purge, the god was in residence in this forest, where he presided over a vast druid colony. Now Enkidu is gone, the brotherhood is broken, and knowledge of our magic is lost."

7) You secure yourself in a bag full of only slightly stinking corpses and wait patiently. Someone sews the bag up as you lie motionless. After some moments, you hear a throaty voice call, "Oy, yew! Run yer sword throo them

Dragon Wars™

bogs, thar! You'membar wot hopp'nd last week! We don't wont any mar escayps now, do we?" You are bound and helpless!

8) A great cry of joy goes up as you debase yourself. In a city of criminals, what shame is there in going native? Just to make you feel at home, the beggars beat you steadily for a week. Properly initiated into the world of mendacity, you eventually are set free to wander the streets of Purgatory, better understanding if not entirely fond of the city's lowest class of citizens.

9) A statue of Namtar, the Beast From the Pit, dominates this dirty city square. You carefully examine the statue, trying to memorize the features of the villain who exiled you to Purgatory. You struggle in vain. The citizens of Purgatory, themselves no less fond of Namtar, have taken it out on his image - the nose is broken, limbs are chipped, and the mouth is deformed beyond all recognition. As you watch, a wild beggar spits on the statue. "Filthy face of stone!," she mumbles. "Layed down with lizards he did, that stone face lies as much as he!" The poor mad creature wanders off, still spitting and mumbling, leading you to wonder if a similar fate awaits you in the months to come.

10) This back-alley building is in remarkably good repair. Curious, you enter, and recognize the interior of a modestly-appointed magic shop. A wizened gnome of a man springs from behind the counter and scurries up to you. "Mercy, mercy me...customers! Bless me, customers at last!" The old man is insane but friendly. He explains all high magic has been outlawed by order of Namtar, but instruction in the low arts is still permitted in isolated regions. He is eager to teach you what he knows, and will in fact refuse a fee, preferring to teach for the simple joy of it. Unfortunately, the old man knows little useful magic.

11) Try as you might, you just can't get your nose to remain on your face. That Namtar sure has an odd sense of humor.

12) Just ahead you see a bridge. The bridge is covered and armored doors bar the way across. The bridge appears to be the only way to cross the water and reach the land beyond. A pack of guards lounge before the entrance to the bridge. As you appear, they snap to attention. A guard with a narrow forehead and small eyes approaches you.

13) You're in the middle of the bridge. Although the bridge is covered, you can hear water rushing beneath you. It is astonishingly loud. The bridge is longer than it appeared from the outside. You recognize now that even a good swimmer would find it impossible to swim from one island to the next. This bridge is the only way across.

14) Your knowledge of city lore serves you well. This place isn't so much a

city as a prison. The streets are unpaved and evidently double as an open-air sewer system. Many of the city's structures are buildings only in the loosest sense of the word - several have holes in the roof (or no roof at all), others have been gutted by fire. Everything is damp, showing this city is little different from any other on Oceana...the rising sea level is eroding the land upon which the city is located, and it is slowly sinking. Doubtless those buildings that have basements will be at least hip-deep in water. Graffiti is scrawled on walls everywhere, generally curses directed at Namtar and crude pornographic renderings of all the species of Oceana. In all, Purgatory is an ugly place you would do well to leave as soon as possible.

15) The guards retire a few steps and converse in low tones when you show them the ring. One of them approaches nervously. "We're King's men, you know. We don't want any trouble." He shuffles his feet and won't look you in the eye. "We just went along with...with everyone else. You have seen the King?" He frowns when you answer. "That ring means you're on King's business, so you can pass...but if anyone asks, we never saw you. Understand?"

You pass into the city. The guards still won't look you in the eye.

16) Before you is a tumble-down collection of huts. A group of ill-clad unfortunates are gathered around a fire. They see you approach and rush to your side. "We saw you swim across the bay", says a toothless man who seems to lead the group. "Any enemy of Purgatory is a friend of ours. C'mon in and sit by the fire."

17) This is the temple of the Yellow Mud Toad, dedicated to the patron beast of this city. The temple is a run down and depressing as the rest of the city. The center of the temple is dominated by a huge statue of the Yellow Mud Toad, sunk fully a third of its height into the muddy floor of the building. "Everything sinks these days," a priest of the temple complains. "This whole city must be built on a lake. We'll all sink away to nothing if this keeps up!"

18) The camp is deserted. Apparently everyone who lived here was slain in your recent battle. You notice signs of habitation, but whoever lived here was dirt poor. It's unlikely you'll find anything of worth in the camp. Glancing back at the pile of bodies left in your wake, and then at the bucolic scene of the camp, you sense there was probably a better way of handling this situation. The man who confronted you seemed a lot like yourself. Maybe he mistook you for authority from Purgatory, and only sought to defend himself. This was probably a time for words, rather than swords.

19) After about an hour, the sick man's fever breaks. He props himself up on one elbow and smiles. "I was dreaming," he says in a weak voice. "I imagined I

floated on a vast black pool far beneath the earth. I think it was in the Underworld. I saw a goddess bound in chains. She was stranded on an island guarded by monsters.” He laughs. “I guess I had a fever.” The man tries to stand up but finds he’s still weak. You help him sit up. “My name is Ulm,” he says. “I guess I have you to thank for breaking my fever. The guards at the bridge beat me up, and I just can’t seem to bounce back.” Intrigued, you encourage Ulm to continue. “I escaped from Purgatory through a secret door in the wall. I tried to cross the bridge north of the city, but I didn’t have the right papers, and the guards beat me. I’ve been coughing blood ever since.” Ulm’s eyelids begin to droop, and in minutes he’s asleep again. A moment later his body stiffens, and Ulm dies. At least his final moments were pleasant ones.

20) In the center of the ruined tower that occupies the heart of this city, you find a dais and what’s left of a statue. The dais stands about four feet high, and, from the looks of things, appears to have been placed here since the tower was destroyed. A plaque on the dais reads, ‘This plaque marks the original location of Lanac’toor’s Tower and Magic Academy. This statue commemorates his feats.’ There used to be a statue atop the dais, but it has been removed, leaving only Lanac’toor’s swollen feet behind. The statue appears to have broken off clean at the ankles.

21) You pick your way through the ruins and come upon a spy post maintained by the defenders of Byzanople. Several soldiers are gathered here. They are gaunt from months of isolation - you surmise that if the city does not fall by assault it will soon succumb from hunger. The soldiers are led by a woman warrior dressed in white and red. As yet, you remain unobserved.

22) This shack has been set up as a universal shrine for Dilmun’s many religions. A priest welcomes you and escorts you around the shrine. The majority of the shrine is devoted to Irkalla, the Queen of the Underworld, and her consort Nergal. The priest explains worship of Underworld gods always spreads during times of strife, perhaps because people come to view their own world as an extension of hell. Also represented is the man-animal Enkidu, patron of the Druids, and the obscene Refeek, god of things better left unsaid. The priest lets you worship or observe as you see fit, neither condemning nor encouraging your actions. “These are hard times,” he says, “you had better pray to them all. We can use all the help we can get.”

23) You intently scrutinize the murals for several minutes, and are able to arrive at a few broad conclusions. It seems this city square was used to confine a dragon. You remember a legend of the cities of Dilmun holding dragons captive as defense against their neighbors. The murals depict blood sacrifice

Dragon Wars™

They relax when they see who you are, and you sense a change in their attitude. The elder of the two officers gives you a close inspection. "Such a fine lot of patriotic types," he says. "It's about time someone from this feeble little burg enlisted in the army! Welcome to the service of King Drake. Hail Namtar!"

29) Perilously weakened from your long journey through the swamp, you at last enter the City of the Yellow Mud Toad. The walls here are sagging and brown with grime. The city smells almost as bad as the swamp that surrounds it. Stillpools of foul water and puddles of bubbling mud clog the streets. The people of this city shuffle about on their tasks, letting your greetings go unheeded and refusing to look you in the eye.

30) Sheltered at the base of the ruined city wall you find a funky little souvenir shop. A sign in the window identifies the place as "Your Lanac'toor memorabilia shop!" Intrigued, you enter. An unseen bell chimes an offensively sour note as you swing open the door to the shop. Inside you find a remarkable selection of Lanac'toor souvenirs. Images of the madsorcerer are inscribed on mugs, bowls, plates, bookends, trophies, boxes, candles, and lanterns. Lanac'toor grinning face or family crest is embroidered on hats, ties, underwear capes, and belts...a store clerk even offers to personalize any item you select, sewing or engraving your name on your purchase. A very small portion of the shop is given over to items unrelated to Lanac'toor. Most of it seems like junk - bits of masonry from the city wall, tiny images of the Yellow MudToad, and odd scraps of metal. You are amazed by the single-minded devotion this shop shows to an historical figure so insignificant outside the walls of the City of the Yellow Mud Toad.

31) On the far distant horizon you spot the menacing shape of a black sail. It seems these sea lanes are patrolled by pirates and other scurvy beasts. The enemy ship is down-wind from you - it is only a matter of time before you are caught !

32) Huddled in the shelter of the city's ill-repaired wall you find a militia of wild-eyed men. "Is the war over?" one of them asks. "Does Lanac'toor live?" wonders another. You are able to piece together something of the history of this place. The patron of the City of the Yellow Mud Toad was a wizard named Lanac'toor. He occupied a tower that formerly stood in the center of town. Lanac'toor quarreled with Namtar when a general ban on magic was announced, and war broke out between the City of the Yellow Mud Toad and Namtar's city of Kingshome. As soon as the war began it was over. Kingshome legions summoned a dragon from the swamp to shatter the walls of the City of the Yellow Mud Toad. Lanac'toor's tower was destroyed and the

wizard himself was turned to stone.

After Lanac'toor was killed, the enemy army withdrew, apparently unconcerned with the fate of the City of the YellowMud Toad. The citizens of the city are convinced the worst is yet to come, and thus maintain a feeble city militia as defense. It seems unlikely the city has anything worth defending. The men of the militia mutter to themselves as you leave.

33) Ahead you see the walled city of Byzanople. The tattered banner of Byzanople still flies above the city's unbreached walls. The approaches to the city are occupied by the army of Kingshome. The besieging army is spread across the countryside, indicating it has been several months since Byzanople was invaded. As you approach, several heavily armored soldiers launch an assault on the city. They scramble over rubble and rush the city's gate, waving their weapons and shouting war cries. A hail of arrows, stones, and boiling oil descends upon the attackers wherever they stray too near the wall. The defenders make short work of the Kingshome assault, and fewer than one in ten of the soldiers launching the assault make it back to their camp.

34) A rough pile of rubble marks the perimeter of the Kingshome advance siege camp. The cyclopean walls of Byzanople are just a few yards away. A twisted path leads through the rubble toward the gates of the city. The path passes beneath the walls of the city, forming a savage killing ground. The path is littered with broken arrow shafts, debris, and the bodies of others who have tried to take this city by storm.

35) This massive central structure dominates the city of Lansk. Unlike the walls that surround this city, this structure is fortified and prepared for war. Armed Lansk guards patrol the battlements, looking stern and ill humored. Written warnings in a variety of languages advise passers-by to keep their distance. And not without reason, for within the structure, visible through a thick glass panel, you see a dragon. The beast is huge, completely filling the fortress that is its home. It must weigh at least eighty tons. The dragon is asleep, but no less fearsome for all of that. A plaque explains the dragon is maintained by the city as its primary means of defense. Should disaster ever threaten the city, you read, the dragon will be set free, destroying both the city and the army that would conquer it. The dragon is maintained by expensive blood sacrifice -primarily by hurling criminals into the dragon bunker. The dragon is impressive, but you feel vaguely disappointed. This isn't a fearsome flying saurian; it's an overfed monster sitting in a cage.

36) You alert the warriors to your presence. The soldiers are startled when you speak, and when they turn you see they are pale with fright. They realize you could have killed them before they knew you were there. The soldiers

Dragon Wars™

regard you nervously as the woman in red and white approaches. "You're the infiltrators the Kingshomers sent from their camp," she says. "I see you are surprised - my city might be losing this war, but we're not without our resources." The woman shakes your hand as she introduces herself. "My name is Princess Myrilla," she says. "If you meant us harm you would have attacked us from behind. You don't look like Kingshomers; I choose to trust you." Myrilla barks some orders to her men in a language you don't understand. Turning back to you, she continues, "Follow me. My brother will want to speak with you."

Myrilla leads you through a secret passage into the heart of Byzanople. It's odd this girl has so abruptly taken you into her confidence. You decide to play along...if she can't make you a better offer than the Kingshomers, this is certainly an easier way into the city than storming the gate.

37) Several squat figures surround the entrance to a tunnel leading under the walls of Byzanople. A wooden palisade shields the tunnel entrance from the eyes and weapons of the city's defenders. You recognize the figures as siege engineers, and surmise they are attempting to undermine Byzanople's walls. A short and powerful man covered with mud and sweat emerges from the tunnel. "I think we're through," he says. We had to find our way through a patch of granite, but I think we've come up against a cistern or basement wall. He looks at you expectantly. "All we need now is a pack of brave idiots to try the tunnel, find their way into the city, and open the gate for us."

38) Using your magic spell, you watch in wonder as color flows back into the frozen dwarves. The chamber is filled with a noise uncomfortably like the popping of popcorn as the dwarves return to life, their joints made stiff from ages of disuse. Before long, the entire clan is restored to life. The dwarves give you the once-over.

39) You find a hidden cove. There's a dock house by the water, and beside it you can see several small ships tied up to the dock. You must pass through the dock house to get to the boats. To your right is a small wayside shrine to some divinity or another. The cove is very quiet, aside from the lapping of the waves and the rhythmic creaking of the boat strutting at their ropes. It's hard to tell if this place is inhabited or not.

40) A wave of fetid humidity strikes you like a slap in the face when you open the door to this room. This place must be under an enchantment. Within the room is exactly reproduced a hot and swampy environment not unlike the Isle of Quag. The floor is a deep and bubbling mud bog, wide-leaf palms grow here and there, and in the underbrush you think you see small reptiles warming themselves on hot rocks. A most unusual sight to find in a dungeon....all the comforts of home (if you're a reptile).

41) The pirates are friendly enough when you pay them their gold. They offer you a seat and serve you a brutal meal of calamari and grog. "My name's Long John Ugly," the leader identifies himself. "And this here is my gal, Peg." Ugly's girl has two peg legs and no teeth, but she's by far the most presentable member of this motley crew. You converse with Ugly and his band for several hours. Ugly used to be a sailor in the Tarsian navy. He explains Tars was a minor city on the isle of Forlorn, and that it was reduced to ruins in the early days of the war with Kingshome. "These ain't good times to be a sailor, me bucko, Ugly growls, becoming increasingly maudlin as the grog does its work." Namtar don't want folks sailing about from one island to the other. Too hard to keep people in their place that way!". You learn Ugly's band has scratched out a living raiding along the coast, but pickings are slim. You also guess they do a bit of smuggling. Ugly is hesitant to take you out in his boat, saying the weather is wrong and the seas are too dangerous lately. When you remind him of the gold you paid, Ugly smiles and Peg shrieks with laughter.

"I didn't figure that gold covered the cost of a passage, mate!" Ugly laughs. "That was just a fee for this fine repast and fornnot gettin' yer throats slit." Peg whispers something in Ugly's ear. "But Peg likes ya, and I'm in a charitable mood, so I'll do ya a favor. Seein' as how ya should be dead anyway, I'm willin' to ferry ya over to the Necropolis. There's plenty of loot to be had in that place, which should suit you folks just fine." Ugly gestures over his shoulder and points toward the south wall. "The dock's on the other side of the south door. I'll meet ya out there in a minute." Ugly looks you straightin the eye as he concludes, "And I do mean the south door. You'll do as yer told if you've got any sense."

42) In this dusty and disused chamber you find what was formerly the throne of King Drake of Kingshome, the mightiest ruler of Dilmun. The throne is heaped in the corner and in poor repair. Carelessly tossed behind the throne you find Drake's ceremonial crown. Maybe it will be worth something, if there is ever a true king in Kingshome.

43) You sail through most of a day and night through thick fog. There is no moon, and the going is slow and treacherous. Several times you think you glimpse phantoms in the fog, or hear strange beasts bumping against the hull of your vessel. Just when you think you may never reach your destination, an island looms out of the murk. The island is an irregular mass of black stone, covered in moss and green slime. Ruins of impossibly ancient design are just visible in the center of the island. Luminous eyes peer at you from dark hollows and forbidding bogs nestled along the coastline.

Dragon Wars™

44) The magic paint works as advertised. Now covered with the mystic colors, the formerly ruined walls of the City of the Yellow Mud Toad stand tall and strong. You hope strong walls will be enough to hold off the growing terror you know lurks in the swamps, just a few feet away.

45) The sail to Freeport is a long one, and your supplies are barely enough to last the voyage. You sail east and away from the majority of the Dilmun islands, headed into previously unknown waters. Once free from the war-torn islands of the Dilmun interior, you are able to enjoy the natural beauty of the maritime world of Oceana. Presently you come in sight of a glistening modern harbor sheltered in a strange coast. Your charts indicate this is Freeport, and anchor your ship at a dock.

46) Your journey takes you to the frontier known as the Eastern Isles. This area is unclaimed by any nation, and you experience no encounters with hostile maritime forces. The Eastern Isles have a rustic quality lacking in the Dilmun Interior. Here things are unfinished and wild, and seem untouched by the corruption of the Interior. This region is the closest thing you've seen to the paradise you expected to find when you arrived in Purgatory, many months ago. Presently you spot what seems to be a ruined city, half-submerged in the sea. You find a place to land your craft on a stretch of sand southeast of the ruins.

47) Near the bridge you find a run-down building. A sign above the door identifies the place as the 'Official Quag Visitors Information Bureau'. The building is every bit as run-down on the inside as out. An ugly little woman with a cluster of purple eyes enthusiastically greets you. "Welcome to Quag, Isle of Luxury!" she says. "I'm so glad you're here. We don't get so much business since the war." You learn that Quag's only city - the City of the Yellow Mud Toad - is sinking into the swamp and the priests of the Yellow Mud Toad are powerless to stop it. "But it's really quite safe for travelers," the woman is hasty to add. "Quag remains an isle of wonders, and many still dream of taking the vapors!" You judge the woman quite mad. Saying good-bye, you depart.

48) A wall of rock stands athwart your path. Massive bronze doors guard a way through the rock; fearsome beasts guard the way to the door. Two creatures guard the way through the rock. They are half scorpion and half dragon, but in some ways they look like men. Their eyes glow with baleful fury. They glow with an inner light, bathing the ground at their feet in glory. They appear to be a man and a woman, and thus doubly dangerous for the bond they must share.

49) After a few hours of cautious work, you're able to lash an appropriate rock to the broken pick handle with the laces you received from the dying man. The result is a serviceable if makeshift hammer. The hammer probably isn't worth much as a weapon, but it might hold up long enough to break the chains that bind you.

50) The door closed behind you with an ominous sound evoking the finality of the tomb. The door and wall from the bridge must have been sound proofed, for no sooner do you emerge from the bridge than a mad chorus of howls assails your ears. Insane screaming seems to spring from every direction, although you cannot see the source of the noise. It's enough to drive a person mad!

51) You walk beside a clean and stylish harbor. Although you are near the sea, this place has none of the stink associated with Oceana's coastal places...either Freeport is not sinking, or the port is engineered such that seepage is not the problem here that it is elsewhere in the world. The construction here is simple but attractive. There's rustic feeling associated with the unfinished wood railings foliage, and crisp scent to the air. The people of this place are dressed in effective leather and cloth, and seem healthy and energetic. Everyone is armed, and you judge the citizens of this place know how to defend themselves. You are greeted warmly as you approach, but the citizens of Freeport do not tarry to speak. Everyone seems engaged in a mission of great industry.

52) To the south is a little island in the harbor. Standing in the center of the island is an anvil, plunged to the hilt within the anvil is a brilliantly gleaming magic sword. There seems no way to the island...the water here seethes and boils with magical energy. It doesn't take much imagination to surmise a swim to the island would be fatal. A Freeport citizen notices your interest in the island. "That is the Sword of Freedom," he says. "Many years ago, the great hero Roba delivered it from the Underworld. After many years of adventuring, Roba retired here and founded our city. Shortly before his death, Roba built this magical island to protect his sword."

The citizen is silent for a moment before continuing. "Legend says that so long as the sword remains in the anvil, no harm can come to Freeport," he says. "At the same time, Roba warned a time would come of great strife on Oceana. He said a champion would appear one day to claim the sword. He who wields the Sword of Freedom will quell the strife in Oceana, but at the same time will doom our city. Such is the sacrifice we must someday make." The citizen wishes you well and leaves. The Sword of Freedom is just out of your reach. It seems to taunt you. How to get it? How to get it...?

53) In this cell you find a weak young man dressed in soiled motley. "Good evening ladies and germs, it's good to be back at the palace," he says as you enter his cell. "A funny thing happened to me on the way to the dungeon." The poorman was obviously a court jester. "I ran into Sir Loin of Pork this afternoon - he said he was about to become Baron of Greymatter." This guy really stinks. If wiser men than you consigned this man to the dungeons, who are you to set him free. "I got a million of 'em," the jester says, seeming to notice you for the first time and perking up considerably. This confirms your worst fears, and you slam and lock the cell door. "Cancel the Renaissance - it looks like a reign of terror!" comes the muffled voice from behind the door. Even Namtar has a good idea now and then.

54) "Thanks for putting me back together - I feel swell!" Lanac'toor grins. "I was a little nervous when you put my arms on backwards, but I guess I'll get used to it. Having my elbows bend the wrong way will make it easier for me to scratch my back!"

55) A yawning chasm stretches before you. A violent gust of hot wind rises from the chasm...the void must reach to the very roots of the world, below even the Underworld. Out of the chasm, starting an unknowable distance beneath you and stretching as far as the eye can see, you view a vomitous mass of irregular black stone. The tower stands piled atop itself and is at once designed and chaotic...from one angle it looks like a sorcerer's stronghold, while from another it seems like the exposed spine of a fantastic beast. Perhaps it is not really there at all. More likely it exists in more than one dimension at the same time, and is thus difficult to see in its entirety. One thing is certain...this tower has nothing to do with god, or salvation, or pilgrims. This is a tower of Evil. This is the Tower of Namtar!

56) A tall and powerfully built man with a greenish complexion greets you when you enter the building. "I am Tarkas, first citizen of Tars," he says. You learn that he and his fellow officers fled here to Freeport when their home city of Tars was destroyed by the legions of Kingshome. Tars was previously the foremost city of the Isle of Forelorn. Now Tars is a sad ruin, while Purgatory passes for the isle's only city. If you explore the ruins of Tars, Tarkas says, be sure to seek the hidden chambers beneath the city - they might still contain fabulous treasures.

Tarkas is bitter when he recalls the ruin of his city. "We were betrayed," he says. "We relied on our dragon to defend us. We didn't dream Kingshome would be so bold to assault us when our dragon was healthy and awake. When they lay siege to our city, we released our dragon...and the beast did nothing! A hundred years of blood sacrifice to that terrible dragon, and what good did it do us in our hour of need?" Tarkas grows animated as he speaks, accidentally

smashing a table as he excitedly flails his arms. "I tell you, Namtar found a way to usurp control of our dragon! Since Namtar rose Kingshome against all of Dilmun, dragons have all but vanished! Namtar controls them somehow...but no man can control the saurians without paying a terrible price. If someone could learn what he's done with the dragons - and learn how to wrest their control from Namtar...then Kingshome would learn a thing or two!!"

57) This simple hall serves as the community meeting place for the citizens of Freeport. You are greeted by minor city officials who welcome you to their town and eagerly ask you for information of the war in Dilmun. "These are darkdays," the official says. "Soon Kingshome will control all of Dilmun, then Namtar will cast his evil gaze toward the Eastern Isle and our fair city." The official scratches his head. "It's odd," he says. "My father was an advisor to the court of King Drake at Kingshome. He said Drake was a peaceful old man. His son, Jordan of Byzanople was a regular firebrand...but not Drake. Why suddenly make war on his neighbors? It doesn't make any sense...Namtar must have poisoned him." The official shrugs. "I wonder if something's happened to him. King Drake hadn't been seen in public for over a year when I was last in Phoebus, and that was some time ago. Maybe something happened to him."

58) After a long wait, you shuffle onto the block with a host of other unfortunates. You are in better shape than the poor wretches that surround you, and your group is instantly the subject of spirited bidding. You shudder as you are sold to a man with a fat neck for more gold than you are likely to see in a lifetime. You are led away from the slave auction and linked one to another by a continuous sequence of chains and collars. Presently your new master appears and introduces himself. "I am Master Mog," he says. "From this moment on, I am your mother, I am your father, I am your God, I am your world. I am Mog - Mog is All. Abandon all hope of freedom. You are my property, to do with as I please." Mog leaves you to the hands of his slave bosses, who spend the next several weeks attempting to break your spirit. During this time you are loaded aboard a painfully slow cog and sail to Master Mog's estate. You are afforded a brief glimpse of Mog's luxurious palace before you are led beneath the earth and introduced to Mog's salt mines. Then begins a mind-numbing series of repetitious chores. You are not permitted to leave the mines. You work, sleep, and eat in the same series of identical tunnels, never permitted to see the sun.

59) You are admitted to the camp and immediately pressed into service. The army makes no attempt to provision or train you - it's evident they consider you a band of cutthroats, and that they like you just the way you are. You are billeted in a siege camp located a few miles south of the walled city of Byzanople, which for months has stubbornly resisted the enlightenment of

joining the unified Kingshomer Empire under Namtar and King Drake. The besieging Kingshomer army is preparing to take the city by storm. You are to be among the waves of unfortunates they wish to send over the wall. You may not take kindly to this idea, but there are many more of them than there are of you, and this is no opportunity to desert.

60) These cramped quarters serve as home for Mog's unfortunate slaves. Men sleep fitfully on the cold rock floor, encumbered by the stout chains that bind them one to another. An examination of your companions proves your chains will never be removed - some of the sleeping men are still chained to companions who have long since passed away.

61) The dying man gratefully gulps water from your cup. "You are angels," he says. "I want to die, but not alone, and certainly not thirsty!" The man wipes his mouth with his wrist. His parched lips crack and smear his wrist with blood. "Not much longer," he says with a wan smile. "When I'm gone, I want you to have these." The dying man shows you his boots. The soles are entirely worn away, but the tops are still secured by stout leather laces. "The boots aren't much good, but the laces are strong - maybe you can do something with them." The old man is abruptly seized with a coughing fit. You know the end is near. "I hope you fare better than me," he croaks.

62) The last of the guards drops dead and silence claims the mines. A ladder leads up out of the salt mines. In the dim distance you can see sunlight for the first time in uncountable hours, days, or months. Freedom is at hand. But what awaits you at the top of the shaft?

63) Several people are huddled around a fire. One of them offers you some stew which you eagerly accept - it's bland and watery, but it's the first hot food you've had in days and you eat every drop. After your meal you doze off by the fire, grateful to at last be in the company of charity and good will. When you awaken, you feel as if you've been reborn.

64) You stand before the gleaming city of Lansk. The streets are clean, the people are orderly, and while the city is walled, there is no gate. None of the busy citizens you spy carries a weapon. The city shows no sign of war or occupation. However, it does seem like a very rich place, and you can detect a faint smell of dragon in the air...

65) This guard room is occupied by several menacing men who stand when you enter. "Well...look at this," one of them sneers. "Our prisoners have 'escaped'. We have to 'recapture' them - perhaps several times." The guards begin to close in. "Remember, men, these prisoners were trying to escape...we won't be accused of beating prisoners in their cells again ! "

66) This is Phoebus' incredible Temple of the Sun, renown all across the world of Oceana. The sun's warm rays shine into an open atrium, bathing the broad leaves of a variety of exotic heliotropic plants. Acolytes of the temple are busy about on mysterious tasks. The floor is inscribed with a gold design depicting the motion of Oceana and her sister planets. From some unseen chamber you hear the soothing sound of running water.

A gold curtain swings aside and a short, swarthy man enters the chamber. He is dressed in blue robes inscribed with stars and moons, and wears a pointed cap. It seems the man very much wants to look like a wizard, but has no idea of what wizards actually look like. "I am Mystalvision, High Priest of the Temple of the Sun," says the wizard in a comically high and wet voice. "You are to be commended for making it this far. I don't care that you cracked out of Purgatory, but your behavior since entering my city has been intolerable." Mystalvision snaps his fingers, and several cruel gentlemen dressed all in black appear out of nowhere. "Namtar's Stosstrupen would like to ask you some questions," Mystalvision sneers. "I should ask you to come along quietly, but it will be more fun to do this the hard way "

67) This is an open-air slave market, filled with the cry of fleshmongers and the laughter of a perfumed crowd. Here men and women are for sale - people such as yourselves - to the jaded residents of the Dilmun interior. From the gate of the slave market you watch as several young men are auctioned off. They seem less healthy than yourselves - maybe they've been in the city longer than you. It seems a sad way out of this place, to make yourself a slave...but isn't anything better than a life of misery and slow death in the streets of Purgatory?

You scan the crowd, anxious to measure the character of citizens of the Dilmun interior. Their faces seem cruel and aristocratic, with a faint hint of the more-than-human. Here and there you spot a face that seems kinder than most, but if you were on the block, what guarantee would you have of receiving a kind master? Could you truly live with yourself as a slave? There is a long line of lost souls waiting for the auction block. Nothing will stop you should you decide to join them.

68) The door to this hut is open, and from within you hear someone singing. Entering the hut, you see a simple room...a pile of straw serves as a bed, while a candle burns on a large rock that passes as a table. Behind the rock you see a sad man who seems very old. His eyes are empty sockets and both his hands have been amputated at the wrist. You wonder why a blind man burns candles when he's alone. The man stops singing and swings his head in your direction when you enter. "You must be the outsiders everyone's so excited about," he says with a firm voice. "I can smell Purgatory on you. Please come in. I'd

like to see some new faces...provided I could see." You learn the man's name is Carson. He was a sorcerer at the Temple of the Sun, in Phoebus. "That was before Namtar rose from the Pit," says Carson, pausing to spit. "Damn Underworld types should stay in their own world." You talk with Carson well into the evening, pumping him for information. You learn that Namtar is either a demon or a man - Carson seems to use the terms interchangeably. About a year ago Namtar appeared at the court of King Drake in Kingshome, and was welcomed as the court magician. Within a year, Kingshome had mobilized and began making war on its neighbors. At the same time, Namtar announced a general ban on magic, using his secret police - the Stosstrupen - to enforce the ban. A great magical war ensued, which Namtar and the Stosstrupen won handily. "Now sorcery is all but dead in Dilmun," Carson continues. "Take a look at me. Ten years learning Sun Magic and it leads to this! All the old Masters are gone...Lanac'toor was finally driven over the edge and shattered into a score of pieces; Zaton exiled to the deep wilderness; and Mystalvision..." Carson is silent for a long time, then says, "I can't prove it, but I always thought Mystalvision was wrapped up with Namtar. He's the High Priest at the Temple of the Sun. Our Order fell to Namtar so quickly...we must have been betrayed. Beware of Mystalvision!"

You talk with Carson late into the night, but learn little else of value. He is either unwilling or unable to teach you any magic. Heeding his advice, you take your leave of the old man.

69) When no one is looking, you crawl into an open sack filled with disgustingly fresh corpses. You lay still as the sack is crudely sewed shut. The darkness of the tomb descends upon you as the bag is closed. None too gently, the entire sack is heaved onto the backs of the slaves. Dead arms embrace you, long fingernails claw at your hair, rotting grave mold seems to penetrate your body. There is a lurch and a rasp as the bag clears the wall, and then you fall.

Your flesh crawls with anticipation. Will you meet your end, smashed to death with a host of corpses on some unseen rocky spire? Or will you splash into the warm waters of Oceana, at long last free from the stinking hell of Purgatory? You splash. You sink. You struggle. At last you win free of the sack, and the dead hands that drag at you seemingly resentful of the life you display. Lungs bursting, you break from the water at the base of the harbor wall, and quickly clamber aboard some debris you find floating close by and strike out for shore.

70) Mighty oaks intertwine above your head to form a living gateway to this enchanted forest. A fresh coat of sparkling dew lays over everything, lending a fantastic quality to the scene. The ground is covered with an inviting blanket of greenmoss. Faerie lights glimmer from within the boles of dark yet pleasant trees. This is a magical place.

71) Much to the garrison's dismay, the gates of Byzanople prove little obstacle for you. The Kingshomer army streams through the open gate and makes short work of the outnumbered city garrison. Byzanople has fallen. After putting the garrison to the sword, the victorious Kingshomer soldiers gleefully get down to some serious pillaging. Buck Ironhead, the commander of the Kingshomer siege camp, appears from the chaos. "I've got to hand it to you," he says, "you really did a job on these Byzanople jerks! Now Namtar's control of Dilmun is complete. I'm sure the BeastFrom The Pit will want to thank you personally." Ironhead smiles when you remind him of your bargain. "I haven't forgotten, I assure you...but seeing as how you threw in with me so easily, I doubt you have any real sense of honor. I wouldn't trust you clowns as far as I could throw you!" Buck stands back as several of his soldiers gather around. "Put these traitors in irons!" he snarls. The guards close in. It's an epic fight, but no heroes can long withstand sheer weight of numbers. Everything goes black as the last of your party falls to the dust.

72) This shrine is formed from rocks and wood and moss - it seems a profoundly natural thing, more an outgrowth of this enchanted wood than a thing built by man. The divinity worshiped here is none you recognize, but the feeling of the place is one of harmony with nature. Upon closer inspection, you see dried bloodstains on the rock. The stains are not large - this shrine is not used for sacrifice - but perhaps its resident god is awakened by a token gift of life.

73) This hidden glade is charged with magical energy. The rocks marking this clearing form a ring of deliberately-placed standing stones, the focus of which is upon the earth where you now stand. You feel power rushing from the roots of the earth and into your soul. Enkidu himself stands and regards you.

74) Old Jack's eyes grow bright when you show him the signet ring. "His majesty..." Jack whispers. You sadly shake your head, indicating Drake is dead. Tears form in Jack's eyes as he sighs. "Me poor, poor king...I knew ye'd come to no good with that demon Namtar! "After showing him your ring, Jack treats you like an honored guest, forgiving all your misdeeds in the forest. "I'm a King's man, ye got ta believe that," he says. "I love me King an' I never disobeyed him. But I never like the looks o' that Namtar - he's a very devil, he is! It must have been 'im wot killed old Drake." Old Jack pauses to spit. "Someone's got to bring Namtar down, and clear the way for young Prince Jordan to take the throne. You've got the ring, so you're it!" Old Jack solemnly hands you his bow. "This here's me bow, I call her Nevermiss! Drake gave her to me when we were both boys, and she's never failed me. Now I give her to you, to shoot down that foul Namtar!" Jack is hesitant to release the bow, and even as you hold it his eyes linger on the weapon. "She's like a

lady, she is...you treat her kind. You treat her kind." Jack is abruptly eager to leave. He refuses to leave the forest, saying it's his only home. He wishes you all good luck and melts into the woods. He will never be seen again.

75) After what seems an eternity, you locate the source of the screaming. Nearly mad yourselves, you find a city of the mad squatting on a desolate shore. Feeble huts made of driftwood and debris huddle together in a feeble pile. White-haired loons with wild eyes stumble to and fro, mumbling to themselves or shrieking like cats. Crazy citizens of the place wrestle with one another, seeming like writhing human serpents. It's a madhouse, and the inmates are running the asylum.

76) A mad artist inscribes designs on the sandy floor of his hut. "I don't have to do this, you know," he says as you enter. It's uncertain if he's talking to you, or if you walk in on him while he was talking to himself. "I can make a good living as a tattoo artist!" he continues. "But I will draw on you, mother earth, because everyone else draws from you. You. Who. Moo. Moo?" The artist jumps up and bounds about the hut. "Moo! Moo!" he howls. "Don't you see? It's all so clear. At last! At last! The poor man rushes past you and is quickly lost in the village of the lost.

77) Amid the ruins you come upon a remarkable sight. A bonfire illuminates a shattered city square. Scores of people cavort about the fire. This is the greatest gathering of people you've seen since arriving in Purgatory. The occupants of the square constitute a cross-section of Purgatory's citizenry. Blind beggars, mad poets, dog-faced children, and drunken priests swarm about the fire like moths to a flame; drinking, singing, loving, bleeding, brawling. Above them all, seated on a rude throne of stacked masonry, you see the man you surmise to be the king of this place. If he is a king, he is a king of thieves.

Astounded by this strange sight, you do not notice until it is too late a score of scoundrels sneaking up on you. Surrounded by rogues, you are urged toward the fire, where you come under the gaze of the figure on the throne. "Outlanders!," the king roars, teetering atop his perilous perch. "You've strayed far from your homes, little does and kittens. This is the Court of Miracles, gathered to pay homage to the King of Purgatory..." the king pauses, awaiting the proper moment before continuing, "...me, Clopin Trouillefou!"

78) A group of ragged unfortunates sun themselves on this dismal coastline. They sit in folding beach chairs, some beneath the shade of colorful beach parasols. All the men and women are dressed in rags. Few have teeth; fewer still have a proper tan. The day is cold and grey. "Hail Namtar!" a woman

cries. "Great is he to take such care of us! What have we to want for?" A one-armed youngman elbows you in the ribs, and says with a sidelong wink, "Quite a little resort we got here, wouldn't you say? Boy, that Namtar sure is a swell egg!" "This is a ritzy place - nothing less than a king retired here!" cackles another. Similar comments come at every turn. You find this place is called Toxic Beach, and these poor lunatics think it's some sort of beach resort to which they've been sent as reward for faithful service to Namtar. A few bloated dead rats have washed up on the bleached coastline. An odd tumble of rocks marks the north end of the shore. The rocks are covered with debris, as if the remains of a shipwreck have washed up here.

79) There is a deep rumbling as storm clouds gather. Abruptly rain begins to fall in relentless sheets, threatening to flood the stone, the forest, the entire world. A supernatural hush falls over the glade. Even the pelting rain seems to fall silent. Suddenly you are surrounded by animals - bears, dogs, deer, ducks, and even a penguin. You turn and see still more animals crowding outside the door to the shrine. You see a lion lay down beside a lamb. The animals are waiting for something. Above the stone appears the ghost of Zaton. The ghost speaks. "My friends, I am forever in your debt for liberating my soul. By restoring me to the world, the world restores itself. The natural order is reestablished. Man and beast may again live in harmony." The animals begin to excitedly roar, bark, and bray. "My time in this world is done," Zaton says. "But for you brave adventurers the task is just beginning. Namtar is evil! He must be destroyed! To you I grant the boon of knowledge...use it well!"

80) The center post of these communal huts shelters a secret chamber. A skeleton dressed in the royal colors of Kingshome sits on a makeshift throne. Whoever this was, he's been dead a long time. A royal signet ring gleams on one skeletal finger. The ring seems both valuable and important.

81) A dwarf springs up as you enter the room. He eagerly scans your party, then collapses in disappointment. "No dwarves," he weeps. "Never are there any dwarves. Poor Josephina is all alone." The dwarf has a woman's name, but it's bearded and it smells and...well, no matter, Josephina is probably just as crazy as everyone else in this silly town. "The kingdom is broken," cries Josephina. "The great clan hall is sealed, and all the dwarves slumber in the vaults. Namtar stole the eyes from our icon and hurled them into the sea. Every day I search the coast, but never do I find the eyes." Josephina continues to weep, hardly aware of your presence.

82) Nisir, the Mountain of Salvation, rises above you to an impossibly great height, seeming to rip the sky. Although it is daytime, when you look up you can see stars near where you guess the summit of the mighty mountain must be. It seems to you the mountain must push through the very atmosphere of Oceana to produce such a sight. Ahead of you, a long line of pilgrims slowly files past the sole gate leading from the harbor.

83) A prisoner lies babbling in the corner . “A secret tunnel connects this prison to the Nisir”, he says. “When you find the swamp within the mountain, know you are near Namtar!”

84) The pilgrims stop one-by-one to kneel before this elaborate shrine before continuing. The shrine depicts the image of the Universal God, a faceless deity that looks in all directions at once, and raises its arms to encompass both earth, heaven, and underworld. You note with relief that not even Namtar has dared to undermine the basic faith of Oceana. The pilgrims evidently expect enlightenment and salvation to result from their visit to Nisir. You expect salvation of a different kind - the sort that can come only from sending Namtar to his doom.

85) It is several days' sail to Nisir, the Mountain of Salvation, but the route is easy to follow. The great mountain Nisir seems to rise from the roots of Oceana and reach to the heavens - it is easily the tallest mountain on the planet, and you are in sight of your destination for most of the journey. The harbor at Nisir is clogged with pilgrim's vessels. Several hundred robed figures crowd the docks, slowly passing through the harbor's only exit into the interior. The great mountain of Nisir looms above you, stern and forbidding. You sense a moment of destiny is at hand.

86) You are pressed into service and sent directly to the front. The army makes no attempt to provision or train you - it's evident they consider you a band of cutthroats, and that they like you just the way you are. A troop ship conveys you to King's Island, where the walled city of Byzanople stubbornly resists the enlightenment of joining the unified Kingshomer Empire under Namtar and King Drake. Byzanople has been under siege for several months, and the besieging Kingshomer army is preparing to take the city by storm. You are to be among the waves of unfortunates they wish to send over the wall. You may not take kindly to this idea, but there are many more of them than there are of you, and this is no opportunity to desert. You are billeted in a siege camp located a few miles south of the actual siege.

87) Directly ahead you see the semi-permanent camp of the Kingshomer campaign army. The army occupies a valley between two mountain peaks. A wooden palisade has been erected across the mouth of the valley, providing

the camp with a measure of protection against raiders from the south. There is no evidence of an enemy army anywhere in the area. From the looks of the camp, it seems likely this is a base from which the Kingshomer army is besieging an enemy fortress or city. Several guards lounge before the entrance to the camp. They eye you with suspicion.

88) Within this building you find a group of old men gathered around a table. They're playing dice and speaking rapidly to each other in a dialect you can barely understand. You are noticed and welcomed into the game. The men play for the joy of it. There's a complicated wagering scheme involved, but no money ever changes hands, and the men don't seem to care if you're rich or destitute. After a while, you begin to make sense of their speech.

It seems these men are residents of the Dilmun interior, displaced to this island of outlanders by war and oppression. From them you learn a little of recent events in Dilmun. The Dilmun interior consists of several large islands, each of which is dominated by an autonomous city-state. Warfare has been frequent between the rival cities, but no single nation has ever been able to rule all the others. Each city keeps a dragon captive somewhere within its walls - if total disaster ever threatens, the dragon will be let loose. This would almost certainly lead to the destruction of both sides, but it serves as a deterrent to conquest. Recently, the city of Kingshome launched a bid for empire. Kingshome's imperialism was aided by a sorcerer - Namtar the Beast From the Pit. Thanks to Namtar, all magical opposition was quickly overwhelmed, and Kingshome made rapid gains. For some unknown reason, the conquered cities never launched their dragons against Kingshome. The youngest of the men arrived at the camp just a few months ago. So far as he knows, nearly all of Dilmun's cities have been conquered or lay in ruins. The city of Byzanople on the King's Isle remains free, although it has been under siege for several months. He also mentions a city called Freeport in the Eastern Isles, but his companions scoff when he does, saying Freeport is more myth than reality. Nevertheless, the young man asserts he'll find Freeport someday - as soon as he can find a ship bound for the Eastern Isles. Since the war, very few ships travel the interior waterways, and it has become increasingly difficult to use Dilmun's many bridges.

89) You restrain the hunchback and prevent him from hurling the prisoner into the pit. Tears flow from the hunchback's already swollen eyes. "Buth Gethtrude must eat!" he mumbles. The dragon's thrashing intensifies, and the great beast begins beating its head against the side of its pit, setting up a great rumbling through the dungeon. "Now thuh manue hath hit thuth windmill!" the hunchback howls, trying to flee down the narrow causeway to the edge of the pit. He doesn't make it...with a great booming, the dragon lurches from

from his chains, bumping against the platform on which you stand. The hunchback is hurled screaming into the maw of the dragon...but now that that beast is free of its chains, no mere morsel can satisfy it!

You flee the scene as the dragon smashes at the supports of the dungeon, and in so doing at the foundation of the entire city of Phoebus. You find a crazy path to the surface uncovered by the dragon's rage. You flee the vicinity of the city and watch from a nearby hill as the dragon claws its way to the surface. Before long, Phoebus is a flaming ruin as the dragon takes its terrible toll. The city destroyed, the dragon slowly rises into the sky, and flaps off to the east.

90) This is the office of the supreme commander of the campaign army of Kingshome. General Buck Ironhead regards you from behind his desk. Ironhead is a frightening sight. His arms are a mass of scar tissue from a sequence of wounds too tedious to list. His face shows no mirth. His hands continually clench and unclench. His head is completely flat - you could balance an egg on it. "It's about time ya goldbricks showed up!" Buck snarls. "What do ya think this is - a soggin' country club?? Ain't ya ever heard of reporting to yer commandin' officer??" Buck doesn't wait for a reply. "Now, I know you clowns are a pack of liberal adventurers. You don't like Namtar, you don't like the army - kid's today!! Ungrateful whelps! Well, I don'tcare about any of that. I'm here to give you a second chance." Buck comes out from behind his desk and hobbles around his office as he continues. "You're in the army whether you like it or not, so you might as well do this the easy way. You may think you've got this thing licked, but I know damn well you can't tell your elbow from a dragon's blowhole. You keep your nose clean and serve with some distinction at the front, and I'll do what I can about gettin' you a full pardon. Namtar's a megalomaniac, but he's also a businessman, andhe needs creeps like you!" Buck dismisses you. "This is yer only chance. Namtar's gonna control everything sooner or later, so you might as well join the winning side. Namtar's promised a kinder and gentler Oceana, but he can't get on with it until guys like you toe the line. "Get outta here!!"

91) Some bandits were evidently holed up here. Their campfire is still warm. Evidently they were eating a meal when you showed up, as half-finished bowls of gruel stand all around the fire. They weren't very good bandits, or maybe they hadn't been at it for long. There isn't much loot to be had in this camp. Maybe they were adventurers such as yourselves, turned to crime in these hard times.

92) The magnificent stag lays dead. As you kneel beside your kill, the shaft of an arrow buries itself to the feathers in the sod between your feet. You look up and see an old but very dangerous-looking man aiming yet another arrow at you. "This is the private preserve of King Drake," the old man says. "An' you

have been poachin'." He glances over your party before continuing. "These bein' hard times, I imagine ye gots to eat...but that was a prize animal ye just killed, and I've gots to do me job." The man keeps his bow half-cocked and watches you closely. He seems to be waiting for you to make the first move. Maybe it would be worth winning his trust.

93) "BRAAAAAP!" Nergal is crude. "That was delicious...I will hallucinate later, and imagine Irkalla working for a living." Nergal shifts his ponderous mass on his throne, leans forward, and leers. "And now you will serve Nergal!" With impossible speed, Nergal grabs the volunteer with both slimy hands. His jaw seems to drop down to his belt as the black maw of his mouth is exposed. He quickly slips the volunteer's head into his mouth, and clenches his jaw with a sickening crunch. The volunteer's body stiffens, then goes limp, collapsing to the ground without a head. All is silent. Nergal smiles.

94) You recall learning of waters like this during your mystic studies. The pool of water ahead fits the description of Aspu Waters...waters of the world ocean that underlies the surface of Oceana. Apsu Waters are coterminous with the world of Oceana, the mystical Magan Underworld, and dark dimensions where gods and devils reside.

95) The slave boss is relentless. He offers you not a moment's rest, nor a drop of water, or even a scrap of bread. All that matters is that the tunnel be completed. No single man or beast may stand in the way of the project. Night and day you are driven to finish your task, with the sharp lash of the whip on your back, and the laughter of the cruel slave boss ringing in your ears.

96) An old man leaps to his feet and lunges for his bow when you enter the shack. "Glory be - ye got past me snare!", he exclaims. "That's quite a feat, but it still don't do to go bargain' in on honest folks without so much as a knock! "

"Me name is Old Jack," he continues. "I'm the game warden hereabouts." Jack keeps his bow half-cocked and watches you closely. He seems to be waiting for you to make the first move. Maybe it would be worth winning his trust.

97) The long line of white-robed pilgrims ends at this rocky shrine. One by one the pilgrims pass before a huge and powerful image of the Universal God. There are no guards here. None are required. The God keeps its own order beneath its own roof.

Looking up into the faceless face of the god, you feel the hand of destiny upon you. Namtar has not yet attempted to supplant Oceana's primary religion...but can that day be far away? The gods risk disaster when they come to the world inperson - they must work through champions to see their will is done. The

Universal God seems to need a champion, a legendary hero to serve the cause of Freedom. Roba of Freeport was such a hero. Will you be another? The God requires a sign.

98) You climb the Mountain of Salvation for several hours, but the summit seems to draw no closer. Several pilgrims drop from exhaustion along the path...the road to salvation is not for the weak of heart. But a fraction of the way up the mountain, the path abruptly cuts into the rock. A level plain has been cleared in the side of the mountain. This is evidently the place to which the pilgrims travel. Turning around, you look out at the world of Oceana from your lofty perch on the world's highest mountain. To your alarm, you see you have long since risen above even the highest clouds. The sky is purple and strange stars twinkle - the huge bloated mass of the sun fully fills half the sky. Truly, this place is close to God.

99) In this stuffy bedroom you find a journal. From it you determine the master of this house was a man named Mog, arich aristocrat who made his fortune in the mining business. By all accounts he was a crude man - wealthy but uncultured - who fancied himself an artist. The journal is largely given over to a remarkably frank account of Mog's failure as an artist. Mog admits to experimenting with alchemy in pursuit of his art. At one point he confesses using a potion to transform living flesh into stone, but the artistic results were not satisfactory.

Near the end of the journal Mog mentions "acquiring an apprentice" by supernatural means. It seems this apprentice was originally supposed to assist Mog in his art. Toward the end of the journal, Mog admits the apprentice has begun producing incredible works of art which Mog displays in his garden and calls his own. Mog hints that the apprentice demands a terrible price for his art, and that he fears him. It is possible the apprentice might not be human.

100) Off the beaten path you find this is a temple to the Magan Underworld. This seems a considerably older place than the other structures on this plateau. The Underworld was before there was a was, and doubtless it will still thrive when all of Oceana has long since burned off into the void.

101) You receive a note with your feeble meal for the day:
'I am Berengaria, Acolyte of the Temple of the Sun. Mystalvision has gonemad. He punishes me and the others for no reason. He has been corrupted by Namtar.

'We of the Sun serve justice; you must believe that. Mystalvision has brought dishonor to our Order. These are dark times. You have been unfairly imprisoned.

'I have unlocked your door, and made certain the jailor is drunk. If you are

cautious, you should be able to sneak past him and escape. The jailor's room adjoins the cell block. Look for the secret door in the south wall of the jailor's room - beyond is a passage that leads to people who will help you. I regret I cannot give you a weapon...just doing this much has placed me in great jeopardy.

'Should you escape, meet me at the Icarian Triumph tavern in the northeast quarter of the city. I'll have something for you.

"For justice and the Sun, I remain your friend - - Berengaria'

102) This is the jailor's room. The fat jailor snores in a drunken slumber. He's slumped over his table, but there is a ropetied to his hand, and a bell tied to his rope. Should he stir, the bell will ring, possibly summoning guards. The jailor is asleep, and doubtless very drunk, but turn-keys are notoriously light sleepers.

103) These are the private chambers of the master of the house. The curtains are drawn across the windows permitting little light to enter the room. In the murk, you can see that this room, like the others in the house, is strangely devoid of wall hangings...and that no mirrors are present.

The Master is in, sitting in his favorite chair. He wears the garb of an artist - specifically of a sculptor...and he wants you to be his next masterpiece!

104) In the dark shadows of the dungeon you find a pit, at the bottom of which is a frothing dragon. The beast is constrained by a series of chains, but it seems to you the saurian could hardly be bound by such puny restraints. Suspended above the center of the pit is a wooden platform, on which a demented hunchback struggles with a bound prisoner. The hunchback is about to push the prisoner into the pit, evidently intending him as a sacrifice to the dragon. The prisoner struggles as best as he is able, but his hands are tied behind his back, and he is weakened from long captivity. The dragon thrashes back and forth, impatient to receive its meal.

105) There are evident signs this chamber was formerly the lair of a beast or large animal. A pile of straw in the corner indicates where a large creature could have slept. The walls scraped with claw marks, and the room is pervaded by an unpleasant odor. The room makes you feel instinctively uneasy.

106) This torture chamber is a vision of misery. The walls are lined with chains for securing prisoners in place; the center of the room is occupied by racks, iron maidens, a fire pit, and other horrible instruments.

In the corner is a hole into which are hurled the grisly remains of stubborn heretics.

A dying druid is stretched on the rack. You have rescued him from his torture...at the same time, it is evident he will soon die. There is nothing you

can do to save his life, but perhaps you can ease his final moments?

107) This tower chamber is in very ill repair. The supports are sinking, and half the floor is flooded with inky blackwater. The contents of innumerable vials and potions are emptied on the floor alongside the smashed vials that formerly contained them. What was once a great magical library has been destroyed by fire and water damage.

Amid a pile of debris you find the fragments of a journal. Much of it is in some magic language you can't understand, but a small part is legible. The journal is dated prior to the destruction of the City of the Yellow Mud Toad. You surmise the journal was maintained by Lanac'toor.

'The chicken remains animate, not that it matters any longer. That pinhead Mystalvision has changed the rules again. Where will I find a vole in this weather?...Have resumed expansion of my tower's basement, using Soften Stone and Create Wall spells to clear rock, but this whole damn building is sinking. I keep running into pockets of water. Furthermore, I uncovered an entrance to Magan, and all manner of berserk Underworld denizens are running amok in my tunnels...The hell of it is that I've lost my spectacles that Utnapishtim the Faraway gave me. I'll never see the entrance to the College of Magic without them. They're buried somewhere in the rock. I don't know if I can locate them at this late date, with Namtar's thugs loose and my name on the hit list. I should prepare the city for defense, but I haven't done my laundry in weeks, and it's beginning to smell.'

Such are the concerns of sorcerers.

108) You are led to a secret throne room beneath the city of Byzanople. There Prince Jordan and several advisors huddle around a map in a council of war. Jordan is stunned when he sees his sister has brought you into the heart of his defenses. Jordan's private guards tense as they lock eyes with you. Prince Jordan recovers his composure and listens with interest to his sister's story. He is very interested to learn you are infiltrators recently pressed into service with the Kingshomer army. "You are not native to Dilmun, I can see that," Jordan says. "This isn't your war. No Outlander reaches the interior without going through Purgatory...and Purgatory is administered by Kingshome. I know because my sister was formerly Governor of Purgatory." Jordan invites you to sit and offers you wine. "My father is King Drake of Kingshome," Jordan says. "I haven't seen my father in over a year - not since Namtar rose from the Pit. My father is a peaceful man, and he loves his children...but he has recently dismissed my sister from her post at Purgatory, and then layed siege to me here at Byzanople. My father loves me and the succession is not disputed. I want to see my father die in bed - I do not covet

his throne. There is no reason for the King to make war on me. It must be Namtar's doing.

"My father is not perfect, but it was never his way to imprison Outlanders for no reason. Namtar has stolen my father from me; he has robbed you of your dignity. He is our common enemy. I make you an offer - reject Kingshome and join me in my struggle against Namtar. When my father is restored to the throne, I will see you are richly rewarded."

109) Jordan smiles. He leads you to the map he and his men were examining. You recognize it as a plan of the Kingshomer siege camp. Jordan pumps you for information concerning the camp and the size of the force stationed there.

"We'll attack them tonight," Jordan decides. "There is a secret way from the citadel to the enemy camp - we will take them by surprise." Jordan looks at you as he continues, "Feel free to explore the city until we are ready to leave."

110) "The time has come," Prince Jordan says as he meets you on the stairs. Together with several of Prince Jordan's best fighters, you sneak away from Byzanople through a secret passage. Only a skeleton garrison is left behind - your ealize Jordan is throwing everything into this attack.

Using a local guide, you pick your way through the mountains surrounding the Kingshomer siege camp. The guide seems to lead you through solid rock at times, and you soon have little idea of where you are. Suddenly, from ahead, you hear Buck Ironhead bellow orders to a pack of new "recruits". The battle is about to begin!

111) You enter the dusty and perhaps forgotten ancestral crypt of Byzanople. The murky vault stretches off into the darkness, harboring the remains of several generations of royalty. Perhaps they were buried with treasure...? If you listen, you think you can hear a faint rattle of chains, and the raspy sound of a corpse drawing breath.

112) Deep beneath the live volcano, you find the dragon hatchery. Here fantastic riches are free for the taking. Your perilous journey across the northern desert, so terrible in its undertaking, at last seems worthwhile.

113) The priests gratefully accept your knowledge and help in restoring the temple. "Truly you are people of the Toad," says a priest. "Please accept these boots as our gift." You are provided with several sets of oversized golden boots. The boots are fashioned so as to resemble the flipper feet of a toad. It will be difficult to walk wearing such thing. "The owner of Magic Golden Toad Boots can leap great distances!" the priest says with pride.

114) In the darkest heart of this palace of the dead you find an incredible sight...the court of Nergal, consort to Irkalla and King of the Underworld. The bloated white mass of Nergal slouches on a throne of skulls, attended by a score of pallid goblins. Worms squirm in his hair, bats nestle in his loins, and rodents peer at you from within Nergal's mouth. About his neck, on a silver chain, you see a large and ornate key.

"Topsiders...in my Court!" Nergal roars. "Bad enough I am in exile without fool clodhoppers barging in on me. Goblins! Ghoulies! Bring them here!!"

115) "Haw! Most entertaining," Nergal laughs. The hideous god raises one fist and his court of freaks - though you just hacked them to pieces - lurch to their feet like puppets on invisible strings. The goblins and ghoulies look ready to fight again...it's evident the undead monsters will eventually wear you down. "You have entertained me...but you must also feed Nergal and serve Nergal before you can ask a boon of Nergal. That is the law!" Nergal looks at you expectantly. A ghoul titters.

116) Just as advertised by the blind juggler, there was indeed a secret tunnel out of Purgatory. Beneath the rock marked with the secret sign you find fresh armor and weapons...thus armed, you are ready to seek revenge for your imprisonment.

117) Here in the open garden you find an unusual statue. It is of an apparently wealthy man, if the quality of his garments is any clue. He is in poor shape, and appears to be afraid of something. The quality of the work is excellent, but the statue is very unflattering.

118) A massive mechanical brass automaton stands at silent attention in this chamber. It is a flawless piece of engineering, massive yet agile, and heavily armed and armored from head to toe. It would not do to run into this thing in a dark hallway.

119) This vault is filled with slumbering dwarves...but if they sleep, it is the sleep of the dead, for the dwarves have been turned to stone. The dwarves are frozen in all variety of poses - sleeping, eating, working, and just a few while fighting. It seems the dwarves were surprised by something terrible that turned them to stone.

120) The Dragon Queen recoils when you show the Dragon Gem. "Curse you!" she hisses. "The Dragon Gem marks you as friend of dragons, and binds me to your will." The Dragon Queen looms above you, seeming impossibly large. "I grant you your life, and I dismiss you from my presence. When next you use the Dragon Gem, I will respond...but the sacrifice you offer must be sweet, or I will turn on you, and the Dragon Gem be damned!!" With a beat of her wings the Dragon Queen is gone.

121) Peals of hysterical laughter assail your ears. You've discovered the secret undercity of Lansk, and where the city above is staid and conservative, this place is a true party town. Citizens stagger about in drunken stupors, angry soldiers wrestle with one another, women and animals run through the streets.

122) This statue represents Irkalla the reigning deity of the Magan Underworld. It is to her you must appeal if you will long survive in the Underworld. She frequently wars with her consort Nergal, sometime King of the Underworld.

123) Here is a statue of Nergal the cowardly King of the Underworld. When he is not getting along with Irkalla, Nergal is exiled to his palace in the Necropolis, a city of the dead hidden on one of Dilmun's many isles. Nergal is a bloated and ridiculous creature, but from the look in his eye you surmise he might have a sense of humor.

124) This statue honors the Universal God, the most popular deity of the surface realm of Oceana. The Universal God is a faceless deity with multiple arms and hands. Each hand is posed in a different signal, sending messages of hope and fear to the faithful. The Universal God is said to offer power to those who serve Freedom - it was a patron of the legendary Roba of Freeport. An ancient shrine to the Universal God on the mountain of Nisir attracts millions of pilgrims annually.

125) Here you find an image of Enkidu the beastman, patron deity of animals and Druids. His worship is strong in the wild places, but has declined in cities with the rise of Namtar and the destruction of the Druid sect.

126) Here you find Lansk's dragon, perhaps first glimpsed from the city square above. Up close the dragon is not nearly so impressive. It is an old dragon - its fire has gone out, and its teeth have been pulled. It is still a powerful beast, but age or drugs seem to have robbed the beast of its fighting spirit. The animal looks at you with something close to sadness in its eyes.

127) The cave is much larger on the inside than without. The interior of the cave is lined with thousands of natural crystals that crazily reflect the light. After your long dark journey through the Underworld, you are dazzled by the sudden light, and become disoriented.

A voice rings in your ears. "You are the heroes of Oceana, and to you has fallen the burden of this adventure. Listen closely, for this is what you must do...

"The fair world of Oceana is sinking as the seas swell ever larger - there is little to be done for this. The world has its span of life like any man or beast. The

pilgrim Isles of Dilmun have been usurped by Namtar, a renegade demon from the realm of this Underworld. He has disposed of King Drake of Kingshome and rules in the late King's name, using the King's legions to pursue his path of conquest.

"Namtar must be destroyed. He has isolated his enemies, dispersed the magical brotherhood of the world and taken control of the dragons.

"The Sword of Freedom must be found and reborn in its forge. A reconciliation of sorts must be set between Irkalla and Nergal, for without accord in the Underworld, there can be no peace on the surface. When all is ready, seek the Mountain of Salvation - Namtar must be returned to the pit of hell from which he came."

The voice fades...

128) You sprinkle the ashes on the dark waters of the well, which abruptly begin to swirl. Although the night of the Underworld is absolute, you think you see a reflection of stars in the swirling black waters. The motion of the water intensifies and the ashes are sucked into the depths.

You stand back as a ghostly apparition rises from the well. At first the form is a shade, then a ghost, then a spectre, then a living corpse. Gradually the shape takes corporeal form...blood, bone, muscle, teeth, hair is restored.

The ashes are restored to life!

129) The meeting of the Dilmun Underground is called to order. All those in attendance at the meeting are cloaked in dark robes, and although you recognize a few voices, no faces are visible.

130) Formerly the imperial court of King Drake, this hall retains none of the splendor of ages past. Where once hung brilliant tapestries, the walls are now bare. Empty pedestals mark where renowned sculptures formerly stood. Blocks of marble are missing in several places where materials have been removed to construct fortresses for Kingshome's campaign army. This is not the court of a king in residence.

131) This is a private bedchamber. A man wearing a simple robe lays on a divan. He seems neither old nor young. He has no distinguishing marks or characteristics...there is no evil air to him, his eyes do not pierce to your soul, his brow has no spark of mad genius. He sits up lazily as you enter, swings his feet to the floor, walks across the room, and shakes your hand.

"I'm Namtar," he says. "I suppose you guessed that. You've given me quite a lot of trouble." Namtar smiles. "Disappointed? Expecting something more?"

Later - I promise you. Won't you sit down?" Namtar offers you a chair.

Namtar looks sleepy. He keeps rubbing his eyes. "Administering the conquest of the world is a bitch," he says. "If I'd known how much work this was going

to take, I doubt I ever would have started. Or maybe I never had a choice. No matter. We need to talk.

"I am the son of gods. It is my destiny to rule men such as yourselves. You don't have to like it - I sense you do not - but that is the way of things. I have some grand plans, but I can't begin until this futile resistance is quelled. It's just a matter of time. You know that as well as I. Why don't you pack it off to the Isle of the Damned - it worked for old Drake. You're not even native to Dilmun...there's little reason for you to oppose me. Granted, that episode in Purgatory was nasty, but into everyone's life a little reign must fall. Ha ha. That was a pun."

No one laughs. Namtar sighs. "Ah well, I suppose we'll have to do this the hard way. I'll be leaving now. If you're very dedicated, and very lucky, we may meet again within the Mountain of Salvation. I will kill you then. In the mean time consider yourselves to be living on borrowed time. It's the least I can give you in gratitude for the entertainment you've provided thus far.

"Oh...by the way. You can move again." Namtar's sorcery was so complete, you did not notice you were under his compulsion until he brought it up. "I wish you the worst of luck, my friends." Suddenly Namtar is gone - no flash of light, no peal of thunder - just gone.

132) Aradrax screams as the first pint of blood is pumped from his body. This is going to be a long night - a single pint will never satisfy the Vampire Lord, but it seems none of the blood is going to come easy. You check the machines and see they function as advertised, but it still seems your volunteer is experiencing needless pain.

133) "You're all right," the troll laughs, wiping the froth from his lips. "We have many other strange and wonderful customs of which you should partake. Meet me at the crossed oaks when the moon is full, and you will have your promised meeting with the king."

134) In the very heart of the valley you find the sacred hive of the Dragon Queen. The Queen sits atop a mountain of eggs, some of which hatch young saurians even as you watch. The Dragon Queen is colossal - easily ten times the size of any beast you've confronted thus far. She fixes you with a fierce glare.

"You carve your way through my valley," she hisses, "destroying my creatures, and now enter the presence of the Mother Dragon. You will die for what you have done, but you will die slowly...as food for my brood."

The Dragon Queen rears up and prepares to breathe a blast of poisonous fire.

135) “I trust you have read Poe “ Namtar laughs. “The best place to hide something is in plain sight. You paranoid doltswould never consider that, would you?” Namtar slides another rod into his arcane box.

“Soon my work will be complete...soon I will fulfill my destiny - and then you will rue the day you laughed at me!!”

136) The galleries are crammed with fools, each exiled here for their inability to follow directions. The fantasy is only so real as you allow it to be, and while at times life may seem a fool’s errand, it is only what you make of it. There is little sense in cheating yourself at solitaire.

137) Bound in chains upon this lonely Isle of Woe you find the dark queen Irkalla, Mistress of Magan. The chains are made of enchanted silver, and she is unable to move. “Topsiders!” she snarls when she sees you. “It’s always the same. The water level rises, your toilets back up and everyone rushes to the Underworld for help! Well, I have problems of my own, as you can see. That filthy half-breed Namtar chained me here, and gave the key to the one creature who owes me no favors.”

Irkalla regards you. “Perhaps you could be of some use,” she says, her tone suddenly becoming incredibly seductive.”Find the Silver Key and set me free...you will be richly rewarded. Namtar is our mutual enemy. Serve me, and I shall serve you to defeat him!”

138) You stand at the edge of the Isle of Woe looking out across the dark waters, and are convinced nothing is going to happen when a sudden flight of bats overhead heralds the arrival of momentous events. An ominous ringing fills the air. A few yards offshore the dark waters part, and offered up from the depths you see the legendary Sword of Freedom. Forged from dwarven steel in the fires of hell, powered by the essence of the legendary hero Roba, and tempered in the Apsu waters that underlie creation, the most powerful artifact Oceana has ever known has been reborn!

139) The dwarf has the engine running in no time. With a shudder and a cough, the ancient airship lumbers aloft, and for the first time in centuries something other than a dragon plies the airways of Oceana.

After several days journey to the west, you spot an uncharted island. At the center of the island is an odd ring of standingstones, and in the center of the ring you see...

140) You are up to see the dawn as the sun’s rays brilliantly spread across the waters of Oceana. Nights on the trail have their own sort of beauty, but you can’t hope helping it won’t always be like this. Someday you will no longer be an outlaw. Someday you will sleep beneath a roof like other people, and at last be considered a true citizen of Dilmun. You won’t always be poor - this is just a phase.

141) In the next chamber, you see fires identical to the first. “Very good,” the voice intones. “You have potential, but I detected a flaw in your form. Please negotiate this wall of fire for me, that I might study your finer points.”

142) “Now you are learning. Not everything is as it seems,” says the voice. You enter a chamber occupied by a stone gargoyle. The gargoyle’s gaze is fixed on the door through which you must exit the room. “To be seen by the gargoyle is to know death,” says the voice. “Yet the gargoyle sees the exit. What to do, what to do...?”

143) “Now you have learned to listen. Excellent...you are half-way home,” says the voice. You detect genuine admiration in its tone. “This college exists in the rarified atmosphere of the true academic, but not everyone you will encounter appreciates the Art. You must learn to deal with such ruffians.” Out of thin air, a huge warrior appears, wielding a sword in both hands. “I’m gonna split yer lobe, highbrow!” he snarls.

144) “I’m sorry that was so brutal, but I had to prove a point,” the voice explains. “Some people can’t appreciate Art...in such times, you must rely on more direct measures.” You find yourself in a chamber over which is suspended a huge block of granite. The block is hung by a cable...the cable trails to a wall and down to the floor, where it stretches across the floor as a trip-wire. It doesn’t take much intelligence to figure it would be unhealthful to trip on the wire. The voice is strangely silent.

145) “That was novel. I don’t think I’ve seen that solution before.” Across the room you see your mysterious host. “I am Utnapishtim, also called the Faraway. I have been your teacher, now you must teach me something. I want to see something novel and new. Give me your best shot...you go first.” The wizard waits for you to act.

146) This time it is Utnapishtim in the flesh who greets you. “Well done!” he says. “Having learned to listen to me, you’ve learned you don’t have to listen to me. Lanac’toor could not have done better.” The old wizard shows no concern when you tell him Lanac’toor is dead. “There’s death, and then there’s death. I wouldn’t worry about Toor.”

Utnapishtim shows you to a cabinet, within which are three magic items. “For completing my gauntlet, you may select one item. I offer the Soul Bowl, the Laugh Staff, or the Sing Ring. Which will it be, my friends?” The wizard looks at you with a hint of impatience. From the way he introduced the items, you judge he does not want you to select the Soul Bowl.

147) You emerge from a narrow pass and look out on a hidden valley. The valley is narrow and wet and confined on three sides by mountains and by the sea on the fourth. The swampy mass of the valley floor at first appears to be moving...until you look closer, when you realize the valley floor is covered with a mass of living creatures, crawling one atop another as far as the eye can see. To venture into the Dragon Valley is to invite certain death.

Command Summary

DRAGON WARS UTILITIES

To transfer characters from Bard's Tale: I or II, use the following steps:

From a floppy disk:

1. Format a blank disk.
2. Copy the files Data1 and dwtran from Disk One onto the blank disk.
3. Copy *.tpw from your Bard's Tale Character disk and *.tw from your Bard's Tale II Character disk.
4. Run the dwtran program from your newly created disk and follow the directions on screen.
5. Copy Data1 from your new disk onto your backup Disk One.

From a hard disk:

1. While in your DW subdirectory, copy *.tpw from your Bard's Tale I Character disk and *.tw from your Bard's Tale II Character Disk.
2. Run dwtran from the DW subdirectory and follow the directions on screen. Note that transferring characters will destroy any existing characters and saved game. Your characters will not be transferred perfectly, either; expect them to lose all of their magic items and most of their power and spells. Transferred characters get 12 character points. Once your party has started the game, press "X" to distribute the points.

STARTING THE GAME

If you are playing for the first time, the computer will list the four starting characters and ask if you want to begin. You may press "B" to begin a game of Dragon Wars with this party, or you may delete some or all of the characters and create your own. (See "Creating Characters.") To delete a character, press the character's number and then press "D" to delete. From this list you can also rename and view characters with the "R" and "V" keys. (A quick note throughout Dragon Wars: Whenever you're prompted to hit ESC, you may also press the space bar.)

If you have a game in progress that you have saved before, the computer will ask if you want to Begin a new game, or Continue your old game. Pressing "C" will resume the game where you left off; pressing "B" will destroy your saved game and start your characters from scratch with a new game. Any accumulated experience will be retained, but all items will be lost.

CREATING CHARACTERS

Table 1:

Bonehead has 50 left.

Skill	Amount	Cost
A) Strength	:10	:1
B) Dexterity	:10	:2
C) Intell	:10	:1
D) Spirit	:10	:2
+ add 1		
- subtract 1		
z next menu		
Stun	:10	
Power	:10	

You can create a character if there are 3 or fewer characters in your current party (You can make room by deleting some characters). Press “C” from the character list at the start of the game to create a character. New characters cannot be created in a continued game. After deciding on a name and sex for your character, you’ll be presented with a list of skills, as shown to the right. Use the keys A through E, your mouse, or the up and down arrow keys to select an ability, and then use the +/- keys or the left and right arrow keys to spend points to increase your skills. The number under “Amount” shows your current level of that skill, and the number under “Cost” shows how many points it will cost to increase that skill by one level. The other skills are shown on the other two skill screens, which you can reach by pressing the “Z” key. The same keys are used to select your skills on the other two skill screens, too.

When you have adjusted your character to your satisfaction, press ESC or the space bar to return to the initial character menu.

PLAYING DRAGON WARS

Forward

Turn Left

Turn Right

Kick Forward

(through door)

The movement keys shown to the left will take you where you want to go when walking around the Dragon Wars world. If there is a door in front of you, the “K” key or the up arrow key will make your party try to open it. If there is a secret or concealed door in the wall in front of you, “K” will try to smash it in. You may also use the arrow keys to navigate around. The left and right arrows turn you to the left and right; the up arrow does a “Kick forward”, and the down arrow makes you do a 180 degree about-face.

COMMAND KEYS

The number keys and keys in this table correspond to these actions:

Table 2:

Key	Effect	Key	Effect
C	Cast Spell	S	Save game
D	Dismiss character	U	Use item or skill
O	Order	X	Experience screen
Q	Quit game	?	Automap
<CTRL>-S	Combat sound on/off	<ALT><F1>...<F10>	Create macro

Cast spell: The program will prompt you for who should cast the spell, what class of magic you wish to cast, what type of spell (Combat, Heal, or Miscellaneous), and finally the spell name. Type the first letter of the selections you wish. If the spell lets you invest variable amounts of power in its casting, you’ll also be prompted for a number of power points.

Dismiss character: If you want to get rid of a character from your party, pick this option. It will work on both player characters (Those you create) and NPCs (those you recruit in your journeys). Warning: If you dismiss a character, that character is gone forever, along with all items, spells, and abilities!

Order: This option lets you pick a new marching order for your characters. You’ll want to put the characters with the best AV, DV, and AC in the first four character slots, because only the first four slots can hit opponents with weapons or be hit by opponents. Magic and missile weapons can be used from any slot.

Quit: Exits Dragon Wars, abandoning the present game to DOS. Be sure to pick Save Game before quitting if you want to save your progress!

Save Game: Saves your current characters and position so you can resume later. Only one game can be saved on the Dragon Wars disk.

Use: This multipurpose command lets you use an item skill or attribute. After pressing “U” for “Use”, you will be prompted for which character (type a number) and whether an item, skill, or attribute is being used (press I, S, or A). If you pick “S” for Skill, you’ll further be asked whether the skill is a Lore skill, a Knowledge skill (including the Magic skills and Bureaucracy), or an Ability (most other skills). Then you’ll be asked what you want to do from a final list of skills or items. After picking what you want to do, you may be asked for a target; for instance, with Bandage skill, you’ll be asked which character you want to bandage. When you find a spell scroll, Use the scroll to read it. If you have the appropriate magic skill, you will then remember that spell forever.

Experience: This command brings up the character point allocation screens (see Creating Characters on page 268). If you’re notified that a character gains a level, you may wish to go to the Experience screen so you can use the newly gained character points to learn some skills immediately.

Automap: This brings up the overhead view that shows where you have traveled on the present map. In Automap, you may use the I-J-K-L keys or arrow keys to move up, left, down, and right on the overhead view. Black areas are places you have not entered. You must walk through an area to place it on the automap.

Number keys and arrow keys: You may press any number key to bring up the View screens for a character. The left and right arrow keys adjust the speed of message display during combat. You may also advance to the next message simply by pressing any key.

Creating macros: Type <ALT>-<F1>...<F10> to begin creating a macro for that function key (eg, type <ALT>-<F3> to begin a macro for <F3>). The macro may contain up to 32 keystrokes, but may not include an existing macro. When finished, type <ALT>-<F1>...<F10> to save it off, using the same function key you used to start the macro. NOTE: Macros will not be saved when you save your game.

To use your macro, simply press the appropriate function key (<ALT>-<F1>...<F10>) to play it back exactly as you recorded it.

VIEWING CHARACTERS

When viewing a character, either by typing the character’s number or clicking on the character with the mouse, you’ll first be presented with the choices at left. Choosing “Abilities” will give you a list of the character’s skills and levels; choosing one of the magic classes will give you a list of the known spells in that magic class. Picking “General Overview” will bring up a list of

most of the character's attributes and equipment, and it's on this screen that your character can equip items for use.

The screen to the right is an example of a General Overview for Kreeplowe. At the top of the screen are his attributes. "Attack" shows his AV and "Defense" shows DV. Note that a "12/14" Health means that Kreeplowe has been hurt for 2 points of Health. If he's hit for 12 more points of damage, he will die. You may press any letter that's next to a carried item if you want to Trade the item to another character, Drop the item for good, or Equip the item so you have it ready for use instead of just toting it around.'

If you press "A" for your gold when looking at the General Overview, you'll get a screen where you can:

Pool gold: All party members give all their gold to one character

Share gold: That character's gold is divided up equally to all party members.

Trade gold: Give any amount of gold to one other character

The minus sign next to Kreeplowe's battle axe means that he cannot equip the item - in this case, its because you need a 17 Strength or higher to use a battle axe. The plus sign next to the gauntlets meant that Kreeplowe has successfully equipped the gauntlets - he's wearing them so they protect him in combat. The "#10" next to the "Bolts" means that Kreeplowe is carrying 10 bolts.

Note that you can equip one each of armor, shield, gauntlets, boots, weapon, and helm, and that you can equip as many miscellaneous items as you want . To equip a weapon that launches missiles, like a bow and arrows or a crossbow and bolts, you must first equip the weapon, then the missile.

One final note about viewing characters: At almost any time, you can press another character's number to jump to that character, even when you're looking at spells or items or your gold.

THE MAIN SCREEN

Under each character's name will be two or three colored bars. The first (purple) indicates the character's current health, the second (green) indicates stun, and the third (blue) indicates power and will only be listed if the character has a magic skill. If the bar is all the way to the right, that skill is at 100% of its maximum value.

A piece of torn, aged paper with irregular edges and small holes, resembling a scrap or a piece of parchment. The word "wasteland" is written in a dark, serif font across the center. A small trademark symbol (TM) is located to the right of the word.

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Contents

Introduction	276
Objective	277
The Party	277
Creating Characters	278
CharacterProfile	278
Onscreen Statistics	285
Getting Promoted	285
Recruiting Allies	286
Commands	286
Combat	288
Weapons List	291
Injuries And Death	293
Time And Distance	293
Special Places	294
Paragraphs	295
Command Summary	323

INTRODUCTION

The following is an excerpt from *The History of the Desert Rangers, the Early Years*, by Karl Allard, 2087, Allard Press, Ranger Center. Hardbound pp. 293, \$20 gold

Tensions grew with the coming of 1998. The United States' Citadel Starstation was slated to be fully operational by March. Soviet charges that the space station was merely a military launching platform alarmed a number of non-aligned nations. The right wing governments in the South and Central Americas, many of them set up by the U.S. during the Drug Wars (1987-1993), pledged their support to the U.S.. The NATO nations, including the new African members, also declared their alliance with the U.S.. That move forced most of the remaining neutral powers to join the Soviet protest. In six short weeks, only Switzerland, Sweden, and Ireland continued to declare themselves neutral nations.

Two weeks before Citadel was due for full operation, the station transmitted a distress signal. Immediately after the message was sent, most of the satellites orbiting the planet were swept clean from the sky, leaving the great powers blind. In military panic, each sent 90% of their nuclear arsenals skyward. Although the destruction was tremendous, it was not complete. Pockets of civilization remained, some even oblivious to the military exchange.

On the same day that the U.S. and Soviet Union were attempting to extinguish each other, a company of U.S. Army Engineers were in the southwestern deserts building transportation bridges over dry riverbeds. They worked deep in the inhospitable desert valleys, surrounded by a number of survivalist communities. Located directly south of their position on that day was a newly-constructed federal prison. In addition to housing the nation's criminals condemned to death, the prison contained light industrial manufacturing facilities.

Shortly after the nuclear attack began, the Engineers, seeking shelter, took over the federal prison and expelled the prisoners into the desert to complete their sentences. As the weeks passed, they invited the nearby survivalist communities to join them and to help them build a new society. Because of each community's suspicions toward one another, times were difficult at first. But as time nurtured trust, this settlement - which came to be known as Ranger Center - grew to be one of the strongest outposts. Ranger Center even proved powerful enough to repel the bands of rancorous criminals who repeatedly attacked in attempts to claim what was once "rightfully theirs."

The citizens of Ranger Center, after first believing that they were the only ones who survived the nuclear maelstrom, soon realized that communities beyond the desert's grip had also survived. Because they had such success in constructing a new community, they felt compelled to help other survivors rebuild and live in peace.

Toward this end, the Desert Rangers, in the great tradition of the Texas and Arizona Rangers a century before, were born.

OBJECTIVE

Wasteland is a post-nuclear holocaust adventure. Your party, the famed Desert Rangers, have been assigned to investigate a series of disturbances in the desert. After several strategy meetings, you've decided to search for clues in Highpool, the Agricultural Center, and the Rail Nomads' Camp, all of which are located to the west of Ranger Center.

The first thing you need to do is read the Command Summary section ([page 323](#)). It tells you how to get Wasteland up and running on your computer. It also contains a summary of the keystroke commands that you'll be using. Once you load the game, you'll find a party waiting by the Ranger Center.

THE PARTY

A party can have up to seven characters, four of whom you can create. The four that you can create are called Player Characters (PCs). The other three spaces are reserved for Non-Player characters (NPCs), whom you'll meet during the course of your adventure (see "Recruiting Allies" for more details on NPCs). If you don't use all of the four slots for your player characters, you can fill them with NPCs.

A party of four awaits your command: Hell Razor, Angela Deth, Thrasher, and Snake Vargas. This is a well-balanced party quite capable of seeing you through the entire game. You can use them or create your own characters.

There are no special advantages to the characters in the original party - no divine insight, no super luck, no outrageous skills. You could easily create characters who are just as - or even more - effective. If you prefer to make your own characters, enter the Ranger Center to do this. You'll have to delete one or more of the existing characters to create your own. But before you wipe out the existing party, take a look at their profiles first by pressing keys 1-4 to see each one.

At any time during the journey you can view your party roster by pressing the space bar.

CREATING CHARACTERS

Follow these steps to create a Desert Ranger:

Enter the Ranger Center. If this is your first time in the game, you're already at the Ranger Center.

If the current party already contains four PCs, press D to delete one and make room for your new character.

Press C to create a character. At the top of the screen you'll see "Create a character." Below are the character's attributes - the higher these values are, the better (see "Attributes and Personal Statistics" for details). If you're not satisfied with these values, press the spacebar to "reroll" the values. When you're satisfied, press <RETURN>.

Name your character (up to 13 letters).

Choose a sex.

Select a nationality.

Select the skills you want your character to have (see "Skills" for complete details). Press <RETURN> when you're done. If you make a mistake while allocating skills, press <CONTROL>R to re-allocate them.

Press Y if you want to keep this character. Press N if you don't want to keep him or her.

Press S to leave the Ranger Center and start the game.

CHARACTER PROFILE

To view any character's profile - personal statistics, possessions, and skills - enter the character's roster number. When you're done viewing each screen, press the spacebar or <RETURN> to go to the next screen, or <ESC> to return to the previous screen.

Attributes and Personal Statistics

The first screen lists your character's attributes and other miscellaneous personal statistics.

Strength (ST): The ability to overpower enemies or to lift, move, and break items. This is important in hand-to-hand combat and in physical tasks such as breaking down doors.

Intelligence (IQ): How well a character thinks and solves problems. This is probably the most important attribute because it determines which and how many skills a character may master. Certain skills can only be mastered by characters with an IQ of a certain level or above. Characters start with skill points equal to their IQ. During the course of the game, you'll definitely want to raise your IQ.

Luck (LK): Lucky characters tend to find more things and avoid more damage than unlucky ones. Luck also improves your odds in hand-to-hand combat.

Speed (SP): How quickly you move, which helps you escape tight situations.

Agility (AGL): How deftly you move. High agility enhances your acrobatic ability, so you can do things like dodge blows and jump on tables. The higher this value, the better you'll perform in hand-to-hand combat.

Dexterity (DEX): Ability to master fine movements like picking locks or aiming weapons. Dexterity is very important in combat, and extremely useful in mastering the "thiefly" arts.

Charisma (CHR): This attribute lets you know how likable or persuasive a character is. Although it may seem like a trivial trait, it might well make the difference between life and death as you try to convince someone that you're trustworthy. Charisma also affects how an NPC will react to you when you want to hire him or trade equipment.

Skill Points (SKP): When you first create a character, this value is identical to IQ. The more skill points you have, the more skills you can learn. You can acquire more skill points during the game (see "**Skills**" for more details).

Rank: Each character starts out as a private. As you acquire experience points, you can radio back to Ranger Center for a field promotion. Each time you're promoted, your rank changes, your maximum constitution goes up by two points, and you get an additional two points to invest in any attribute. Rank does not affect how orders are given or taken since your characters are equal members of a team. A high rank, however, could impress civilians enough so you can get into places where regular folks can't go.

Maximum Constitution (MAXCON): The higher this is, the more of a beating you can take before you die. This value is the same as MAX on the onscreen statistics.

\$: The total cash this character is carrying.

Sex: Sex only affects what bathroom he or she has access to.

Nationality: Choose from U.S., Russian, Mexican, Indian, or Chinese.

P)ool: Press P to command all the party members to pool their cash and give it to this character.

D)iv: Press D to have this character evenly distribute his cash among all the party members. If you have disbanded into several groups, only those in the same group as the character who is dividing his cash will share in the wealth.

Items

The second screen lists what items your character owns. You can carry up to 30 items that you find or buy during your travels. Don't immediately toss away items that seem useless. It can actually be an important fragment from a greater, more powerful item. Many items can be sold for cash at various stores.

A precaution about picking up items: once you pick something up, you have to keep it or drop it. If you drop it, it will vanish into the depths of Wasteland, never to be seen again. If you have no intention of picking up an item to keep (maybe because you're already carrying the maximum amount and you don't want to drop anything), you should leave it where it is. That way, you can come back for it later (and you better remember, too, or you may miss out on some loot hidden beneath the item).

To give or show something to someone who is not a party member, use the item on the space that you're on by pressing the spacebar.

Press the number that represents the item you'd like to use, and you'll get the following choices:

Reload: If you select an ammo clip that fits your currently-equipped weapon, you're asked if you want to reload.

Unjam: If you choose a jammed weapon, you'll be asked if you want to unjam it. If you successfully unjam the weapon, you'll lose the clip that was in it, leaving you with an unloaded weapon. Don't forget to reload before you're ambushed by a bunch of bikers.

Drop: Drop removes something from your list forever. You'll probably only use this command if you're carrying a full load, and need to drop something

in order to pick up another item. You can also use this command to drop something that's broken (but keep in mind that broken items can be repaired or sold).

Trade: Trade lets you give items to another character. Enter the number of the intended recipient and the trade will be made. NPCs have a mind of their own, and may not always want to give their items away.

unEquip: To equip an item so it's ready to use, press E. If you use this while you're already equipped, the chosen item will replace the previously-equipped item. You can only have one type of armor and one type of weapon equipped at any given time. The weapon you equip shows up in the onscreen statistics below WEAPON. When a piece of armor is properly equipped, your armor class reflects the change.

Skills

The third screen shows the character's skills and skill levels. The skills you possess weigh heavily in your success. Each character should have a slightly different repertoire, so the whole party benefits from a greater variety of skills. one character could specialize in gambling, lockpicking, and forgery, while another could excel in demolition, brawling, and climbing.

Medical skills are something that more than one character should possess. All the skills in the world don't amount to anything if a character's flat on his back, too weak to use them. The more characters who possess medical savvy, the safer the party is.

Since you must have a minimum IQ to be able to learn certain skills, the higher your IQ, the more skills you get to choose from. You simply can't learn the more technical skills if you're not smart enough.

LVL: The level of your skill. The higher this is, the better you are. You can invest skill points into any skill as many times as you like; each time you invest in a skill, the skill level goes up. Skills also improve as you use them.

Since the cost of each successive skill level rises dramatically, improving a skill by using it is a cheap, effective method of gaining skill levels.

Note: When creating a character or when visiting a library, you'll see the total available skill points at the top of the screen. (Your skill point value is the same as your initial IQ value.) To select a skill, enter its number. If you make an error, you can start your selecting over again by pressing <CONTROL>R. Press <ESC> to exit this character profile entirely.

IQ: The minimum IQ you must have to use this skill.

PTS: How many skill points it will cost to acquire this skill. Initially, you can select a skill more than once; in fact, this is how you become more adept (or advance in levels) at this skill. Once you select a skill, the point cost doubles as each successive skill level becomes more costly.

Don't be stingy with your skill points when you're creating your characters. You'll have the chance to acquire more skill points as you move up in the ranks (see "**Getting Promoted**" for details on how you can accumulate skill points). You can save a few, if you'd like, since there are several special places outside of the Ranger Center where you can learn more skills. But keep in mind that picking skills at the Ranger Center is one-shot deal; once you leave, you can't come back to pick more.

Below are descriptions of the skills grouped according to their minimum IQ

requirement. After each skill name is a number in parentheses; this is the number of skill points needed to buy the first level for that skill. Each successive level doubles in cost.

IQ 3

Brawling (1): Any fighter who can wander through a full-fledged bar fight without getting much more than a scratch is either very lucky or highly skilled in brawling. The higher your skill in brawling, the more attacks you get per round in hand-to-hand combat.

Climb (1): Gives you the ability to climb over fences, up sheer cliff faces, and out of pits.

Clip Pistol (1): A must-have skill since your initial weapon issue will be either the M1911A1 .45 caliber or a VP91Z 9 mm automatic clip pistol. Without this skill, you won't be very accurate with the weapon or have much luck fixing it if it breaks.

Knife Fighting (1): When fighting with knives, this gives an advantage to a skilled fighter over an unskilled one.

Pugilism (1): One of the oldest forms of fighting, it teaches you how to dish out punches as well as avoid them. Handy for those close-up battles where the fists start flying.

Rifle (1): A good basic skill to have since many of the weapons sold by raiders are serviceable M19 rifles. You'll rue the day you didn't pick up this skill as you look helplessly at the rifle you can't shoot accurately.

Swim (1): The desert sands don't blanket the entire earth. This will come in handy in those spots where you have to swim.

IQ 6

Knife Throwing (1): A tricky skill that comes in handy when fighting gets heavy. You use up all your ammo and resort to throwing knives.

Perception (1): Helps the character find concealed items and notice when things are out of the ordinary. No one should be without it.

IQ 9

Assault Rifle (1): If you're using an AK-97 or M1989A1 assault rifle, this skill helps you fire, load, and unjam it quickly. A skill that ranks up there in importance with walking and breathing.

AT Weapon (1): Helps you recognize and use anti-tank weapons like LAW rockets. A handy skill to have should you encounter something far tougher than your Ranger instructors ever told you about.

SMG (1): Lets a character control basic submachine guns like the Uzi or Mac 17. May make a big difference when you're outnumbered three to one by bandits who've decided that they want the gold from your teeth.

IQ 10

Acrobat (1): This skill for the agile can get you out of a tough situation - like leaping off of bar counters while you're surrounded by a hostile crowd.

Gamble (1): The skill that built Vegas, you'll do well in all games of chance, and you'll also be able to spot a crooked game from a mile away.

Picklock (1): This can get you into places where you want to go, but where others don't want you to go.

Silent Movement (1): This helps you move unnoticed past a guard post, making it tough for enemies to catch up with you.

IQ 11

Confidence (1): For an already charismatic person, good confidence can enable one to talk a miser out of his fortune. It's particularly useful for getting information from people who are suspicious of you.

IQ 12

Sleight of Hand (1): A thieving skill that lets you perform sleight-of-hand tricks - perfect when you need to amaze those you meet.

IQ 13

Demolition (1): Teaches you how much of an explosive substance you can use without blowing yourself up.

Forgery (1): Helps you recognize or create a forged document. Someday you may just need to whip up security pass to get by some vigilant guards.

IQ 14

Alarm Disarm (1): Trains you to recognize and disable alarms. If you want to get into a place without getting caught, this is a good skill to have.

Bureaucracy (1): Even though most of civilization ended with the bomb, an inordinate amount of petty bureaucrats managed to survive. This helps you deal with them so you can get what you want.

IQ 15

Bomb Disarm (2): Allows you to defuse most explosive devices.

Medic (2): A vital skill that lets a character stabilize a badly-wounded comrade so he or she has a chance to recover.

Safecrack (2): An experienced practitioner of this art can open safes sealed even before the holocaust.

IQ 16

Cryptology (2): Gives you the talent to encode and decode messages. Useful in helping you determine what a password might be.

IQ 17

Metallurgy (2): Increases your ability to spot, identify, and work with some basic metals.

To reorder your skills, view them and press <CONTROL>R. Enter the number of the skill that you want to be at the top of the list, the skill that you want second, and so on until you've selected all the skills. The new list won't appear until you've selected all the skills.

ONSCREEN STATISTICS

In addition to the information that you can call up by entering the character's number, the following character statistics are always displayed on the party roster:

Armor Class (AC): The level of protection a character has against weapons, physical attack, and other forms of damage. The higher the armor class, the better.

Ammunition (AMM): The amount of ammunition you have left in your equipped weapon. When it's down to zero, it's time to reload. Reloading takes a full combat round, so establish a healthy habit of reloading after each battle.

Maximum Constitution (MAX): The maximum "health" points that your character can have (see "Constitution" below for more details). This is the same as MAXCON. If this number is highlighted, then your character has picked up a life-threatening illness, like radiation poisoning. This illness won't go away with the passing of time, so get this character medical help as soon as you can.

Constitution (CON): This shows the character's current condition. Compare this value to MAX to determine your character's relative health. The closer this value is to MAX, the closer your character is to full strength. When CON drops below 1, the character becomes UNConscious. If the character's condition becomes SERious, constitution continues to drop and the character will die unless he gets medical assistance soon.

Weapon: This shows the weapon that your character is currently armed with. FIST means the character is unarmed.

GETTING PROMOTED

You're awarded experience points each time you accomplish a difficult task or win a difficult battle. When you think you've accumulated enough experience points to warrant a promotion, you should radio back to Ranger Center to have your instructors review your accomplishments. Since it doesn't cost you anything to radio in, you can do it as often as you like. If you've progressed enough (and only your instructors know when this is), you're given a field promotion.

As a promotion reward, two points are automatically added to your maximum constitution (MAX, MAXCON). You're also awarded an additional two points that you can add to any attribute you choose. Put both points on the same attribute. If you'd like, add them to maximum constitution to boost that value even higher. If you wish to use these two points to acquire a new skill, you must apply them to IQ. Remember, IQ points translate into skill points. If you don't increase your skill points via IQ points, you won't be able to add new skills.

RECRUITING ALLIES

Wasteland is populated with people who have, like you, survived the nuclear holocaust. From time to time you'll run into non-player characters (NPCs) whom you can hire. You may wish to enlist their services to add skill, strength, or intelligence to your party. Refer to the Encounter command below on how to hire an NPC. NPCs are not robots who obey your every command. They don't always do as told in combat. They don't always trade something when you ask them to. While you may not like their autonomy, and think that they're more trouble than they're worth, remember that they may be able to get you things that you can't get for yourself or get you into places where you can't normally go.

To dismiss an NPC, use the Disband command.

COMMANDS

During normal play, a menu of commands are listed across the bottom of the screen:

Use: This lets a character use an Item, Skill, or Attribute. Enter a character number and select an Item, Skill, or Attribute. Then, enter a direction in which the character will use the Item, Skill, or Attribute (press the spacebar if you want to use something right where you're standing). Certain skills offer additional prompts. For example, when you use a medical skill, you will be asked which character you want to heal.

After you use something, you may get the message "That doesn't seem to work." This suggests that this particular item or method doesn't work, but that another might. Also, if you use a skill or attribute and it doesn't seem to work - but you're really sure it should - keep trying. Sometimes persistence pays off.

Enc: Encounter calls up the same commands that are available to the party during combat. You may want to use Encounter to attract someone's attention, so you can get information or try to hire them.

You can also use this command as a short cut to perform certain actions on several characters. For instance, you could have a couple characters reload, while another uses an item. In this case, using Encounter would be faster than calling each character individually.

Order: This changes the marching order of your party. There are times when you'll want to change the order to maximize your party's talents. For instance, if you're traveling through a dangerous area, a character with high perception or silent movement would make an excellent point man. In another situation, a character carrying an item that could forestall an attack should be in the lead.

NOTE: When you select Order, you're shown the current marching order. Select the number of the character you want in front, then second, then third, and so on until the whole party has been reordered. Being placed in the back of the ranks does not shield a character from combat.

Disband: Disband lets you break your party into separate, smaller parties (up to four). This enables each party to travel independently of the other parties. The parties can be spread apart as far as you'd like. Disband also offers many tactical advantages in combat.

Disband has a number of important uses. If you have dead party members, use disband to bury them. You could also use disband when you're under attack; one person could split off to distract the attackers. Some places can only be passed through by one character at a time, so each person will have to split off into their own party.

CAUTION: Before you can disband NPCs, you're asked if you want them permanently dismissed. If you answer "yes", then they are gone forever - you'll never, ever see them again. If you want them disbanded and not dismissed - answer "no".

When you select Disband, enter the numbers for those characters who wish to split off from the main party, and press <RETURN>. Next, indicate the direction that the disbanded party will move. Use View to shift control between parties.

To reunite separate parties into a single band, move them onto the same spot and they will automatically regroup.

View: View lets you shift control between parties. You have more than two parties and you're not in control of the party you want, keep entering V until you reach the right one. If the other party is on another map, you're asked to confirm if you want to shift to them.

Save: Saves the game.

Use this command anytime you find something you don't want to lose. Even before the great nuclear war, computers were known to shut down at inopportune moments. See the Command Summary section for more details on the Save command.

Radio: Contacts your instructors at Ranger Center so they can evaluate your performance. If you've done well, you're given a field promotion. When you select Radio, you're asked to confirm your choice. If you choose to continue, all your characters are evaluated at the same time and are apprised of any changes in rank. Because a Ranger once slept through his promotion, the instructors now require that all characters be conscious for this procedure; consequently, any injured, unconscious Rangers will be passed over. Promoted characters get a chance to modify attributes at this point (see "**Getting Promoted**" for more details).

COMBAT

Often, when somebody or something comes into your range, you will enter the Encounter mode. An encounter is frequently the precursor to a fight. Your party roster and a text window will appear. The text window will contain a short description of the encounter; press <RETURN> when you're done reading it. (If you want to temporarily remove the party roster and text window to see where the encounter is located, press the spacebar. To return to the party roster and text window, press any key.)

Your options during an encounter are:

Run: This lets the entire party or a single character run towards or away from an encounter. Enter the direction that you want the party or character to move. If a single character successfully runs away, then he's disbanded from the party. (This is impossible if there are four separate parties already.)

Use: This lets a character use an Item, Skill, or Attribute to accomplish a task. Depending on which you choose, a list will appear. You're then asked to enter a direction in which the Item, Skill, or Attribute will be executed.

Hire: Not everybody you meet has turned hostile under the hot desert sun. Some are quite pleasant, and may even offer you valuable services. If you meet an NPC that you would like to try to hire, enter the number of the desired recruit.

Evade: This makes you much harder to hit in combat. Use this command when your comrades initiate a firefight, and you don't have a missile weapon, or when you're injured and wish to minimize the risk of further physical abuse.

Attack: In the battle-ridden wastelands, this is a command you'll often use. When you select it, you're given a choice of targets. If your weapon is an automatic weapon capable of selective fire, you're asked if you want to fire Single, Burst, or Autofire. If the encounter is at an extended range, and you have no missile weapons, you're told that there are no attackers within your range. If there's only one group of attackers, they're targeted automatically.

Weapon: Lets you ready a new weapon, which is useful when your gun jams in the heat of the battle and you don't want to fix it. Or, once you assess the current battle situation, you may want to use a weapon that's more effective.

Load/unjam: Loads or unjams a weapon. This command takes a full combat round, so it's a good idea to keep your weapon loaded at all times, otherwise you'll have to reload in the first round of a firefight. (You can load or unjam at any time by selecting the Enc from the Main Menu, or by choosing the weapon or appropriate ammo.) When a weapon jams, you lose the ammo that was in the weapon at the time. Unjamming a weapon during combat automatically reloads it.

Press <ESC> if you wish to return to a previous character's options. Once you've made all your combat selections you're asked if you want to execute the commands you chose. Press N to abandon your choices and start the procedure over again. Press Y if you're satisfied. You'll then see a rundown on the effects of the encounter in the text window. Use <CONTROL> K or the up arrow to speed up text scrolling. Use <CONTROL> J or the down arrow to slow down text scrolling.

Since parties can disband and move to different maps, there will be times when one party is locked in combat while another party is on an entirely different map. In these instances, the game asks if you want the other parties to enter into an encounter. If you answer "yes," you'll get one combat round for each disbanded party. This is a slow and time consuming process so you should only run combats on multiple maps in emergencies.

If you decline the invitation to have combat on multiple maps, the party you are currently viewing will execute their combat round before you can view the other parties.

Hand-to-Hand Combat

Because the Rangers are trained soldiers, they have an advantage over the citizens in hand-to-hand combat. In general, hand-to-hand combat is not as deadly as a firefight, but you can still easily die from a good throttling or from a dead-on punch. Hand-to-hand combat can only take place at a distance of 14 feet or less.

Missile Weapon Combat

Missile weapon combat is combat that takes place with weapons capable of ranged fire. From guns to grenades, there are numerous missile weapons at your disposal. Area-effect weapons, like TNT, plastic explosives, and grenades, are auto-loading, which means that each time you use one, you automatically get another until your supply runs out, so you won't be unarmed in the middle of a fight. Anti-tank weapons such as LAW rockets must be re-equipped after firing. Automatic weapons - assault rifles and submachine guns - can shoot Single, Burst, or Autofire. All guns are clip fed and come in .45, 9mm, or 7.62mm calibers. Always carry the proper ammo unless you want to pistol whip your enemies.

Keep in mind that all missile combat is simultaneous. Sure, it's exciting when you burn a clip of AK-97 ammo into an onrushing horde of mutant bikers, but your excitement may diminish somewhat when you find that the mutants are returning fire with equal fervor. You shoot, they shoot.

Selective Fire

Single, Burst, and Autofire have different effects. Single uses one bullet per round, which is great if you're low on ammo, but not so great if you need to hit your target with the first shot. Burst consumes three bullets per round and gives the shooter a slight advantage in hitting and killing his target. Autofire uses up all the bullets in the clip, which greatly increases the chance of hitting a particular target and others in close proximity. A good choice only if you really need to kill somebody, but not so good if you're looking at your last clip.

Explosives

If you want to do a great deal of damage over a wide area, go with explosives. You get more impact per target area, which can be a lifesaver when being eyed hungrily by a pack of nuke pooches. Remember, ammo doesn't rain from the heavens. Running your gun on full auto all the time may kill the bad guys in a hurry, but you're likely to run out of ammo just as the last nuke pooch lunges for your throat.

WEAPONS LIST

Missile weapons come in three range varieties: short, medium, and long. You'll find that using a clip pistol to hit a target 80 feet away is not too effective. Be sure to choose the appropriate weapon for the appropriate distance. Here are some of the more common weapons and their characteristics.

Long Range Weapons

AK-97 Assault Rifle: Created in the image of the legendary AK-47, the AK-97 is the latest in the assault rifle line. It was created for the Comintern Combine nations of Europe and Africa, but saw large distribution throughout the world before the war. It is chambered for 7.62mm ammo and fires from a 30-bullet clip. This highly-respected weapon is fairly commonplace.

M1989A1 NATO Assault Rifle: The M1989A1 is big brother to the original M16A1. It was rechambered to accept the same 7.62mm ammo that the AK series of rifles uses so troops could use captured Soviet ammo. Although assault rifle users greatly preferred the American ammo for its damage capabilities, the military implemented this change in anticipation of front-line ammo shortages. With this arrangement, a soldier could kill an enemy and replenish his supply at the same time.

M19 Rifle: The M19 rifle is a single-shot weapon firing an 8-shot clip of 7.62mm ammo. When rumors of a Soviet invasion of the U.S. spread through the states, survivalists demanded a weapon that could use Soviet ammo (necessary, said the survivalists, if Americans were to be able to use captured ammo). The invasion never took place, but the M19 remains a high-profile weapon. Though it can't fire more than one bullet at a time, it does have greater range than pistols.

M17 Carbine: The M17 carbine is a lighter, short-barreled version of the M19 rifle. Its 10-shot clip of 7.62mm ammo gives it a faster fire rate than its big brother, but the barrel length makes it slightly less accurate at maximum range.

LAW Rocket: The LAW rocket is a small, armor-piercing explosive rocket contained in a disposable firing tube. It was first developed to destroy tanks. The mass of the top (made from depleted uranium) enables the rocket to blast through the armor so the explosive shell can burst once inside. Some knowledge or skill in anti-tank weaponry is useful when employing rockets.

Medium Range Weapons

MAC 17 SMG: The Mac 17 is the sturdiest of the compact submachine guns developed in the early 1990s. It shoots .45 caliber slugs from a 30-shot clip and is known for its man-stopping capabilities. This small weapon is well-suited for close-up firefights.

UZI 27 SMG: The Uzi comes from the highly-skilled gunsmiths of Trans-Palestine. Its magazine holds 40 9mm bullets and is capable of burning a full clip in five seconds. This weapon was built specifically for fighting terrorists and has proven very effective on mutant bikers or religious fanatics.

Short Range Weapons

1911A1 .45 Pistol: The 1911A1 was the standard sidearm of the previous two world wars. The .45 slug, held in an 8-shot clip, was first developed to stop Moro rebels in the Philippines. In its current role, it has no trouble slowing down desert raiders or the occasional mutant cactus. Many Desert Rangers find this a perfect weapon to take with them when they first head into the wastelands.

VP91Z 9mm Pistol: As well liked as the .45 pistol by Desert Rangers, the VP91Z is a variation on the West German design, featuring an 18-shot clip. A reliable weapon, it's widely available due to its popularity among survivalists. While the 9mm bullet is not as powerful as the .45, the 18-shot capacity of this weapon reduces the need to reload, making it ideal for extended firefights.

Grenades: Grenades are small, hand-tossed explosive devices useful for inflicting damage on an entire group of foes at one time. Grenades have a wide area of effect, so be sure your character has a good throwing arm!

INJURIES AND DEATH

Death is permanent. If your characters get seriously injured, get them medical attention quickly or kiss them goodbye.

If a character is lightly wounded, they've taken a few hits, but are still wide awake and functional. A few points have been knocked off his constitution.

Characters become unconscious when their constitution dips below 1. While unconscious, they are unable to move. Over time, an unconscious character will regain consciousness and heal to full health. An alternative to waiting is to find a hospital and pay for a quick heal.

Seriously-wounded characters are in a whole different class of medical trouble. Like unconscious characters, they can do nothing, but unlike unconscious characters, they don't heal with time - they worsen. Without medical help, seriously-wounded characters deteriorate to critical, to mortal, to comatose, and then to dead. Another character with medical skills may be able to stabilize the wounded character enough so that he can improve to the unconsciousness category. If this happens, the character will recover with time.

Remember that time waits for no one. Disbanding one character and sending him off across the desert to find a doctor will not freeze time for a seriously-wounded character. When that character finally returns with a doctor, they may be back in time to bury the body. (This is why your party should contain somebody - preferably two - with medical skills.) Should the worst happen, you can bury a dead character by using the Disband command.

TIME AND DISTANCE

The maps in Wasteland vary in scale. The large desert map contains the various city maps, which, in turn, contain building maps or whole underground levels of sewers and hideouts. In combat, distances may seem a bit off for the map you're on, but these are tactical distances and are valid for combat only.

Because of the difference in scale of the maps, time passes differently on them. Though a single keystroke on the computer will move you one space north in both the desert and in a building, the amount of time that each move takes is different.

If you want time to pass without moving, press <ESC>.

SPECIAL PLACES

You begin your adventure in the desert along the California-Arizona border. The area you'll cover extends from the Ranger Center in the south up to the Grand Canyon in the north. The towns of Quartz, Needles, and Las Vegas are three places you'll surely want to visit.

Little Old Quartz

Quartz is a small town that suffered extensive damage from the nuclear attacks, yet managed to survive. Although located far from the large military targets, this tiny community was affected by earthquakes and low-level nuclear fallout. But in its feisty, small town way, Quartz quickly resumed normal life. About the only trouble Quartz has these days is with bandits.

Xenophobic Needles

Needles is bigger than Quartz. Aside from the flood that resulted when Hoover Dam was hit, life has not changed much in Needles. Needles is big enough to defend itself from roving bandits. However, it has become home a to couple of odd cults. The folks in Needles don't really like strangers that much, but they've welcomed Desert Rangers in the past and are always willing to trade goods with them.

Lovely Vegas

Vegas is the city of Las Vegas. No one is quite sure how the Soviet missiles managed to miss the city, but most folks figure it was because the "house" was betting against a missile landing - and no one wins against the house. There was an international rumor about some Russian general's markers being torn up after the attack, but that has yet to be confirmed.

Undaunted by its brush with perdition, Vegas is still open for business and does very well for itself. The city is large enough to avoid conquest, and many elements of the desert rabble have even found gainful employment as enforcers or casino employees. Despite the relative success of the city, however, there are dark rumors about horrors descending from the north to take up residence in the city sewers. All may not be extremely well in the Jewel of the Desert.

Deadly Deserts

The desert is just as formidable as it was before the holocaust. In addition to the lack of water and the fierce heat, there are reports of radiation zones that have melted the flesh off of unwary travelers. Along with the irradiated human element - left-over biker gangs, rabid survivalists, crazed religious zealots - all sorts of mutant animals make their home in the desert. Some say that traveling in the desert nowadays without an experienced guide is plain suicidal.

PARAGRAPHS

While you're playing Wasteland, you'll be referring to paragraphs in this book. We know that as a Desert Ranger who enjoys the best of challenges, you wouldn't randomly read these paragraphs in search of clues. But intense radiation, coupled with the blazing sun, can impair your good judgment, rendering you totally unable to resist. Fight your best fight here - try not to read a paragraph until you're instructed to. You'll get a lot more out of Wasteland this way. Once you successfully complete Wasteland, you can then kick back in your best lounge chair under a shady cactus and read the rest of the fictional vignettes.

1) You creep up to the window and, in the soft, muted lights, you see a tall woman with long, blond hair. She sits before a mirror and brushes her hair, then stands and walks over to the sunken tub off to her left. She kneels and her blue silken robe drops to the floor. She turns the water on and steam slowly fills the air.

You watch in fascination as she reaches down into the tub, whirls, and points an Uzi in your direction. "Stop reading paragraphs you're not supposed to read, creep." She sighs deeply. "Next time I'm going to demand they put me in a Bard's Tale game; this Wasteland duty is dangerous."

2) You have come upon the rail-nomad's camp. Ornery looking longhorn cattle wander among dusty tents, from which sullen faces peer. In the background, a ramshackle collection of railroad cars patched with wood, hide, and an odd piece of corrugated aluminum sits on a rail siding. Two of the cars, the locomotive at the front end and the caboose at the rear, appear to be in better condition than the others. As you approach, a strained silence falls over the camp and you grow uncomfortable under the collective gaze of the assembled nomads. Finally, one of the nomads steps

forward. "Welcome, Rangers. I am the Brakeman of this train. I would be honored if you would visit with me in the caboose before leaving our camp. In the meantime, please accept our hospitality." The Brakeman turns and strides back into the camp.

3) The Hobo nods to you, and then drains the bottle of Snake Squeezins. "Twins born by the same hands," he intones solemnly, "are twins no more. Wake the sleeper to cure the sick."

4) "We have four clans here: the Chattanooga, the Amtraks, the Conrails, and the Hiders. You may acquire provisions for your party at our trading car or amuse yourselves in the casino car. You may, of course, avail yourselves of the services of our Hobo oracle. If you dare, you can try to reason with the Hiders, though trying to reason with them is difficult. I am told that you have already met our Brakeman." At the mention of the Brakeman, a brief scowl crosses the Engineer's face, but his smile quickly returns and he adds, "We feel safer with Rangers here, so stay as long as you like!"

5) You study the torn piece of paper in your hand. Originally written in red ink, the text has turned into large fuzzy blotches of pink. Though mostly unreadable, you make out the word MORTAL followed by HIDEOUT: TYRANNOSAURUS, but TYRANNOSAURUS has been scratched out and AZRAEL has been written under it.

6) The diary talks about the last days during which the satellite facility was operating. "Las Vegas is still intact. Needles wasn't damaged by bombs, but some flooding occurred when the river level rose. Quartz suffered a lot of damage." In hurried script, the last diary entry reads, "We're abandoning the satellite installation so we can join the farmer out at the Ag Station. We've deactivated the alarms and electronic countermeasures that protect this place."

7) Once the introductions have been made, the Big Boss pulls out a box of cigars and passes them around, explaining that it is his special blend, grown somewhere further north. When everyone is comfortable, and the bodyguards have taken up unobtrusive positions behind you, he begins to talk.

"You must be the Rangers sent to help."

"What do you mean?" you cautiously ask.

"One of my men is missing. We don't think he's dead, because he's too valuable to kill. We think some other group in town has grabbed him. If we

don't get him back, the whole town will probably be overrun by these damn death machines that have started to appear, because he's the only one in town with the scientific know-how to fight them. He's the one who thought of the landmines, and they've destroyed more robots than anything else in town."

Brygo reaches into his desk and brings out a drawing of a rather ordinary looking man. "This is Max," he explains. "He came to us about a year ago from the Wasteland to the east. He was the greatest hand-to-hand fighter we'd ever seen and he also seemed to know a lot about the science from before the War. He didn't remember where he came from - at least, that's what he told us. I quickly made him my right hand man."

"When we began to hear rumors of death machines coming out of the west, and especially when the first of them reached the Vegas borders several weeks ago, Max grew frantic. He began to talk crazy, about how all life was in peril, and how only he could save us. He said he needed special equipment, and that someone near Vegas should have it. I should have put a guard on him then, but instead, I decided to send Ace out to look for help. One night Max disappeared. We've been looking for him ever since without success. Now I've lost my best man, and things are getting worse. Newer and stronger robotic death machines are appearing all the time. If we don't find Max soon, even a fortress like this may not be able to hold out against the death machines. Go see Charmaine in the Mushroom Church. Tell her I sent you and she may be able to help."

You nod your head." Yeah. We've tangled with some of these death machines before, and we gotta stop whoever's making them. Any clues?"

"There are two other power groups here in Vegas that we know of. Fat Freddy runs the criminal element. He'd like to take over my position. There's also the Servants of the Mushroom Cloud - religious fanatics who won't be happy until every person in Vegas has been converted to their own poisonous religion. There may be others. Vegas is a big town. But those are the ones we suspect most. I need you to go find Max. What do you say? Will you do it?"

The Desert Rangers huddle for a few minutes. You decide that taking on this mission could be quite an adventure and decide to go for it. Besides, your curiosity has been aroused. You are sure that Max knows a lot more than he has told Brygo. If you want explanations, he's the man you'll need to see.

"All right," you tell the Boss, "we'll find him if he's findable. In the meantime, you try to hold out here."

The Big Boss stands up, shakes your hands, and wishes you all luck. Then he shows you the way out.

8) Fat Freddy has long since forgotten the concept of personal hygiene. His dirty black hair clings to his face like dead ebony vines. A thin, scraggly beard barely conceals deep red pock marks. Effluvium that scrapes your nasal passages raw seeps from every one of the fat man's pores.

"I am so glad to meet you. I've always admired the Rangers and I consider you the only people I can trust with some secret information." The fat man's yellow eyes slip side to side in his obese face. "Faran Brygo is trying to get \$100,000,000 in diamonds to York Isle on the east coast of the continent, and he needs someone like you to make the journey. If he succeeds, he will destroy the economy of the world and we will all be thralls in his new empire."

Freddy produces a handkerchief and wipes the sweat from his brow. "I will let you keep the diamonds if you can stop his mad plan. Find him, kill him, and you will save the world."

9) The battered pewter ID bracelet on Dewey's wrist has had several legends engraved and scratched out, but one remains clear. It reads "27," and, judging from the lack of corrosion on the number, it was recently inscribed.

10) "Everyone is worried about Mayor Pedros but others are held hostage too. Felicia Pedros, his wife, is our friend. We think she has been moved to the outlaw hideout. We hope you will try to rescue her. And remember what Ellen said when you go to the Stagecoach Inn." They smile and leave.

11) "Yeah, some of the guys working in the base took sick. Mad Dog Fargo and Metal Maniac are still in the back rooms, sicker than dogs."

12) A man sits up in his cell and stretches. "Rangers - great. I should have known. I need you guys here like I need a hole in the head." He stares at you for a second, then sighs. "Look, I guess I could use your help. I need some capable fighters in Las Vegas to help me with a shipment back east. Are you guys up for it?"

13) The book you find is a slim volume written in a light, delicate hand. The work is titled, "Love Slave in Santa Fe." It reads:

I recall the first time the invader chieftain called my name. "Diana," he said

softly, “are you not yet finished chewing the leather to make soft moccasins for me? A man has needs.”

I hung my head in shame. “Forgive me, beloved Red Hawk, but I am the lowest of your 30 wives. How can you even think of me when you have so many women more beautiful than me?”

Red Hawk smiled. “Yes, I have 30 wives, each more beautiful than the last, and each of them is insatiable. If I could find other men to help me take care of my wives, I would, but no one except for the bravest warriors of Wasteland could satisfy them. You, my newest wife, are the only comfort I have in my life...”

The account ends abruptly here, the last few pages of the book torn out by a previous reader.

14) The Director, a handsome slender man, waves you to chairs that face his desk. Beyond his desk you see a window into an alien landscape. Through the window you see a red world with strangely-shaped plants. You see animals slinking through the shadows and crawling across massive rock outcroppings. You shudder. It just doesn't feel right.

The Director, Irwin John Finster, notices your stare and smiles like a snake oil salesman. “I see you've noticed my pet project. This is how the world will be when all men are gone. It will once again return to the pristine paradise it was before man rose up and destroyed it.”

He turns away from the window and smiles at you. “By the very fact that you are here, I know that you have recovered certain items of a technical nature. Whatever prompted you to violate this base's security, I do not know, but I am willing to forgive it.” He sits, leans back and steeples his fingers. “Because of the delicate nature of our work here - all very hush-hush, you know - I must ask you to leave.”

Suddenly he leans forward and scowls. “If you do not want to go, well, we are not without means to deal with even the likes of dreaded Desert Rangers.”

15) Max reaches up and gives his head a bit of a twist. You hear a click and the android smiles. “I came down here to negotiate a peace with the cyborgs and what do they do? They rip me up and start using me for spare parts. Ingrates!”

He stretches and stands. “I have to get back up to Vegas and help prepare for the next assault, but I've got a mission of great importance for you. Head northeast from here and, across the bridge, you'll find a hidden base.

It is a journey you must succeed at. There, you will find lost technology and information that you can use to stop Cochise before it's too late."

A secret passage slides open in the room's south wall. At the same time, a blast-proof security door slides down in front of the entrance to the room. It short-circuits, preventing exit. "Go through the secret passage to get out of here. One thing," Max adds, "It is possible you'll need to recover some equipment from Project Darwin before you can complete the rebuilding of the sleeper base. Be careful, though, and rebuild as much of the base as you can before you venture off to Darwin. I don't like the things I've heard about it at all."

16) The old man stands in the shadow of the satellite dish and sighs loudly. "Rangers, thank the gods that you have come here." He thrusts a bony finger at the red planet hanging over the horizon. "The Space Pirates from Phobos come daily to steal our food. They carry it off to their goddess, a harsh, cruel woman who has no appreciation for artwork and will tolerate no illumination or visual symbols in her edicts to her subjects. You must find the rocket ship and travel to that malevolent start. Trail the death bunny to its lair and you will save the earth from this horrid invasion."

17) We have three clans here: the Atchisons, the Topekas, and the Santa Fes. You may acquire provisions for your party at our trading car or amuse yourselves in the casino car. You may, of course, avail yourselves of the services of our Hobo oracle. I am told that you have already met our Brakeman." At the mention of the Brakeman a brief scowl crosses the Engineer's face, but his smile quickly returns and he adds, "We feel safer with Rangers here, so stay as long as you like."

18) Faran must have sent you to look for Max. Last I knew he was headed for the sewers. He built a special key to get down there. It's called a Sonic Key. Max made a few of them and told me that he was hiding one somewhere in the old golf course. Didn't tell me where, though. Didn't do him any good, either. The Newmen grabbed him before he could do anything. If you return to me the Bloodstaff from the Mushroom Church in Needles, I can show you the way. Tell the bishop BUZZARD."

19) The screen flashes to life with Capt. Phil Thomas's personnel file. Aside from test scores and other nonsense, you read, "Capt. Thomas's performance in the village strafing runs was admirable. The AH-6503 attack helicopter performed at the height of technical specs and destroyed two small Mexican villages before having to return to base and reload. The AH-6503 is the ultimate weapon."

20) The Premacorin Mural is a work of art which you have only heard

rumors about. It records all human history in one vast display of gaudy colors. At the beginning of the display you see the image of Charles Darwin walking arm-in-arm with an ape in a wedding dress. Next to that you see a youthful Egyptian pharaoh in mummy wrappings and a gold mask dancing on the stage of a place called (according to the neon lights behind him) Radio City Museum of Unnatural History. Proceeding along, you see a masked man brandishing silver six-shooters on the back of a silver Tyrannosaurus, hot on the trail of a mustachioed man wearing a swastika. A fat man in a red uniform with white trim flies through the sky in a sleigh pulled by eight F-19 Stealth bombers. He has bags full of guns, ammo, and bombs, which he is freely dropping down to King Arthur and his knights so they can battle Genghis Khan and the Yellow Peril. Yet further on, a man in a green and gold uniform (with the number 12 emblazoned on it and a G on the helmet) has just thrown a missile to a man vanishing in the white glow of an atomic mushroom cloud. Finally, at the far end of the wall, you see the ape in its tattered wedding dress, squatting and studying the fire-blackened helmet.

21) Fat Freddy is a genetic nightmare - a squamous mass of slimy flesh shuddering and twitching before you like some animated blob of flesh-colored jello. He smells like a swamp, a foul, choking miasma of rotting mastodonian flesh left to putrefy. His presence is overwhelming - perhaps he has some mutant ability to control men's minds. While in his presence, you have to sternly control an urge to salute or kneel. There is no doubt that he is a leader of men.

When he speaks, his voice sounds like bubbles of carbon dioxide burbling up out of a morass. It is difficult to understand him, but after the first few phrases of introduction, you begin to get the hang of it. Fat Freddy is a man driven by ambition, and he has an offer to make.

"Brygo thinks he controls Vegas," burbles Freddy, "but he isn't half the man I am. Haw! Haw! Haw! This should be my town, and it will be. I've had your men watched since you got to Vegas. They tell me you are the best fighters ever seen in these parts. Well, then, it shouldn't be too tough for you to do me a favor. Kill Faran Brygo, and bring me the onyx ring he always wears. When you do that I'll give you \$25,000 and anything else you want in this town."

You tell him that you need a few minutes to think things over, and go into a corner to confer among yourselves. You have a very strong feeling that Freddy doesn't want to hear any negatives out of you.

22) If you read any further, Wasteland Thought Police will appear at your door within three hours to conduct you to a cell in Needles where your fingernails will be systematically removed. You have not been instructed to read this paragraph anywhere, hence so dire a punishment.

23) “Things have been rather nasty in Quartz,” you are told. “One of the larger desert bands, led by a guy called Ugly, has taken an intense interest in, ah, civic affairs. Normally a town of our size could drive them off because the bandits don’t try all that hard when attacking, but this time they hit us with a vengeance. It’s almost like they don’t want to remain in the desert.”

24) The bartender smiles at you. “Which one,” he asks, “Hotspur or Falstaff?”

25) Charmaine takes the Bloodstaff and smiles. She begins to twirl it and you hear the acolytes hidden in the shadows behind her begin to hum “On Wisconsin” as she marches back and forth. “Now we’ll win the big game. If you help Faran Brygo get his diamonds to Yorktown back east, we’ll be able to place some big bets there on the next World Series. We have a four-armed pitcher who’s guaranteed to win for us.” Charmaine smiles and points back the way you came. “You must travel back to Cooperstown and get us the blessed Bat of the Sultan of Swat. Then you will be ready for the trip with Faran.”

26) Ugly’s smile makes you uneasy, as uneasy as staring down the bore of his weapon. “It’s really very simple,” he laughs. “The bomb’s disarm code is 11-27-57-04-30.”

27) You unsnap the ID bracelet from Louie’s limp wrist and run your thumb over the worn silver surface. The number “99” is etched into its tarnished face.

28) As you board the locomotive you are met by a short, but solid-looking fellow. He is dressed in garishly striped overalls and wears a rather battered and much patched engineer’s cap. “Greetings, I am the Engineer of this train.” The Engineer makes a sweeping gesture that encompasses the whole camp. “I hope your stay with us will be a pleasant one.”

29) Going back to his work, Sam says, “I suppose you wanna know about the Bloodstaff.” He wipes his hands on a greasy rag and sighs. “Don’t mind telling you the murders have lots of folks worried. People just up and vanish. Then, when we find them again, they’ve been drained of blood - every drop.” He squints at you and his voice drops to a tense whisper. “I seen one of the bodies and it had a cut in the neck, just like a scar my

grandmother had on her neck. She said once, when she was little, a priest used the Bloodstaff on her after she got snakebit. I think the Bloodstaff is involved, and that means trouble.”

30) The Junk Master speaks and tells you how to find Base Cochise, home of the Deadly Robots. He sniffs and takes a pull on a small bottle of Snake

Squeezins. “Out in the middle of nowhere, that’s where it is. Way up in the northwest. We’ve tried to scavenge things out there, but the robots are deadly, so we backed off.” He looks at you rather strangely. “If you want to venture out into those mountains up there, fine, but don’t expect any of our people to go with you. We got more sense than you Rangers.”

31) The Guardians, as you have heard, are very friendly people who are great admirers of the Rangers. They have planted fluorescent orange flags to mark the outer edges of their mine fields. You’ve been told by a Guardian that that only safe passage is to walk with feet straight and breath held between the flags and the Citadel wall.

32) The bartender smiles at your question. “Which one, Cretian or Proteus?”

33) “Hi. They call me Crumb,” he purrs as he moves close to you and starts to stroke your nametag. You jerk him violently by the collars, and he squeals with delight at your show of might. “See Faran Brygo! He’s my boss!” As you throw him down onto a table and head for the door, he yells, “Use the password PHOENIX.” Before you can get out the door, he puckers his lips and blows a kiss your way.

34) “Darwin was a science base a long time ago. Supposed to be hush-hush, but I grew up in its shadow, so...”

35) A man sits up in the cell and stretches his arms. He squints at you as if you’re brighter than the desert sun, and then allows a small smile to grace his tan, weathered face. “Rangers. I should have known. Listen, I’ve been sent down to Vegas to recruit folks who know the right end of a gun from the wrong. Bandits ain’t the only thing crawling out of the desert, and we’ve got a war on our hands. Interested in heading back with me?”

36) Capt. Andrea Mill’s personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, “Despite her having won the Nobel last year, Andrea’s been unable to finish work on the clone pods. She is unsure they are safe, and the chances of a clone surviving production are not thought to be that great.”

37) You appear on what seems to be the lower half of a large chessboard. A booming voice echoes through the game grid. "Do not stray from the path if you value your health." Spectators fill the dark galleries to hoot derisive jeers at you and wager against your success.

38) "Everyone is worried about Mayor Pedros but others are held hostage too. Felicia Pedros, his wife, is our friend. We think she has been moved to the Temple of Blood in Needles. We hope you will try to rescue her. Remember what Matilda said when you go to the Whiplash Inn." They smile and leave laughing.

39) The guard looks you over closely and then tells you to wait outside as he disappears into the tent. You hear a brief muffled conversation and the guard returns with another man. The newcomer introduces himself as the headman of the Atchison clan. He understands that you have done a great favor for his brother. He dismisses the guard and motions you closer. He explains that they keep no treasure here, but he will give you directions to a secret cache. "Here, take this shovel," he instructs you. "Stand on the south rail, west end. Take twelve paces to the south. Dig and you shall be rewarded." The guard returns and the headman bids you good day.

40) Maj. Harrison Edsel's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "The disciple problem with Edsel has resolved itself. Once he learned that he would be transferred to Base Cochise to program that computer with his new artificial intelligence routines, he stopped complaining about the primitive rules restricting his creativity on this project."

41) "I think Finster has something to do with the strange creatures hereabouts."

42) The Director, a slender, handsome man, stands as you enter the room. "Rangers, thank the heavens." He follows your gaze as you stare out the window behind his desk and study the alien landscape below. The Director smiles. "As you can see, that lurid, red landscape is the closest approximation we have to the surface of Mars. We have Martian raiders coming to our world here and stealing animals and slaves. We hope, by breeding hunter-killer animals we can take the Martian starships and mount a counter offensive against the extra-terrestrial raiders." He nods. "Will you Rangers join our effort?"

43) As you pass the open doorway of this car, you are almost overcome by the strong odor of fermented cactus fruit. As your eyes become accustomed to the darkness of the car you can make out a straw-covered floor littered with numerous bottles of Dr. B. Bilious Balfour's Snake Squeezins. At the back of the car lolls a rotund bearded figure rocking back and forth as if the mere act of sitting offered a difficult feat of balance. Finally, seeming to take notice of you, the shadowy figure issues an invitation: "Welcome to my humble abode, gentlefolk. Step on in."

44) The fetid, musky scent of a dead animal oozed from the car in a miasmal cloud. Within, mummified by the overpowering heat, you see the dried remains of a flower-strewn old bum. This is the oracle the railroaders have referred to, and he's obviously long been dead. You notice a large quantity of empty Snake Squeezins bottles, and you suspect that the vile liquor is the author of many of the oracle's pronouncements.

45) The faded map on the wall shows the world well before the war. You notice a star that roughly corresponds to your current location. On a long southeast diagonal you see another star. A third star, to the west and out from Needles, forms a shallow triangle out of the three stars. Obviously other bases are hidden at these sites.

46) You stare with utter disbelief as the Snake Squeezins disappears down his throat. The Hobo smiles, his eyes glaze over, and he burps, "Beware the man who has lived longer than the Wasteland." Your oracle's eyes clear and he smiles drunkenly.

47) As you scan over the large, messy room you think to yourself, "Early American pig-sty." Piles of dirt cover the long-lost floor. The earthen smell of compost hangs heavy in the air. In the far corner of this indoor barnyard you spot a square-shaped room.

48) Lt. Russel Heller's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "I thought Heller would be a discipline problem, but I grossly underestimated the situation. He does not get along with the other workers and considers the AI work being done in Project Haskell the ultimate work. He even considered the move to Needles to finish Haskell a blessing."

49) You study the torn piece of paper in your hand. Originally written in red ink, the text has turned into large fuzzy blotches of pink. Though mostly unreadable, you make out the word MUERTE followed by HIDEOUT:THANATOS, but THANATOS has been scratched out and KAPUT has been written under it.

50) Carved into the weathered hardwood you see, “The launch code is MORTAR.”

51) The game High/Low is played with two nuclear warheads. Both players toss a nuclear warhead into the air, and the one whose bomb explodes higher in the air wins. This game is usually played by people of low intelligence, hence the name High/Low.

52) Col. John Smith’s personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, “After the confrontation with Finster concerning the shift of Darwin’s focus, Smith requested and got a transfer to the Base 2 operation. He remained acting commander until the project’s completion in 1995.”

53) “Finster forced all the sick ones out, to prevent the spread he said, but it just leaves them to die without help.”

54) The Brakeman tells you, “Take this visa card and give it to Head Crusher in Quartz.” As the Brakeman passes you the card, the sunlight catches the dove hologram and glints brightly. You slide it into your breast pocket as he turns and leaves without another word.

55) After years of searching you’ve finally found it. You unfold the piece of parchment paper and read, “When you reach the Martian Base, quickly access the Navigational Laser Center on the left of the entryway and type GWCD.”

56) Closer now, you can hear the conversation of the men you saw when you came in. There is a short silence after each man voices his thoughts. They speak of varmints who are impossible to kill. The varmints are stealing their food faster than ever before and they seem to be massing for a major attack. The simple weapons of the farms are not enough to stop them. They have no idea what to do. One of them jumps as he notices you and they all turn to face you. A stocky man they call Miguel approaches.

57) Head Crusher says, “Thank you. Go to the Atchison’s tent and tell them CATERPILLAR.”

58) The Martian Commander slithers forward on his coppery-scaled stomach. “So, Rangers, you have found our secret starport.” His laughter, hissed quietly and malevolently, crackles through the speaker on his helmet. “It matters not. Our robot warriors have conquered your world. You will now come and be our slaves...”

You smell the sweet odor of flowers as your sight dims and you fall unconscious.

59) The thin Martian atmosphere saps your strength, but you dash across the maroon landscape and dive at the Slavemaster. He raises a pseudo-pod and crashes it down upon your head. A sucker tears into your flesh, but you strike out and smash his writing purple lips into his needle-sharp teeth. The Slavemaster reels back, but you give him no pause, no chance to recover. You wrap your hands around a rock and, as your tortured lungs labor to pull in enough of the oxygen-poor air to keep you conscious, you crush the Slavemaster's head.

You cast the green, gore-spattered rock aside and look at the other slaves. "Come," you growl breathlessly, "Now we fight for our freedom and for our world."

60) As you might expect from his surroundings, the demon-priest is an utterly corrupt individual. A flowing blue robe covers his diseased body, and a foul smirk twists his face askew. He smiles and teeth blacker than ebony glint in the half-light. Palsy-wracked hands grasp the Bloodstaff tightly and threaten you with it. "You will not have it," he whispers harshly. "You cannot take my life!"

61) This detective reminds you of Humphrey Bogart. As you approach, he snicks a match with his thumbnail and lights a cigarette. An overflowing ashtray sits on his desk beside an open bottle of Scotch. His eyes are cold and hard as he watches you. You note the lump of a roscoe in a shoulder holster under his gray suit coat. He introduces himself as Spam Shade and points out that he will not play the sap for you or anybody else. That settled, he asks what you want.

62) Torn and battered, your party drags itself through the subterranean Martian titanium mines. Your lungs burn from the thin air, and you'd give your right arms to be back on earth. Then, suddenly, a vision of female loveliness appears to you.

Tall and slender, with golden hair cascading down over her diaphanous gown of shimmering green and gray, she smiles and your heart quickens. "Do not believe the Serpioids are the Martians because they are not. They conquered us a century ago to turn our beloved world into a staging area for their conquest of your home. Please join with us and help repulse these invaders."

She gestures and a secret opening appears in the south wall of the tunnel.

63) Capt. Phil Thomas's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "Thomas, a

recent transfer from Project Darwin, has expressed reservations about Finster's experiments. He voiced some of the same objections to them that prompted me to leave Darwin. I don't know if he's on the level, or if this is some trap set up by Finster...."

64) Your Martian guide leads you through a twisting pathway of long-abandoned tunnels that finally leads into a beautifully-sculpted city. The artistry, though alien, makes harmonious symbols that give you a warm feeling when you look at the buildings. The architecture almost sings, and you hear a pleasant symphony of echoes as your booted feet click against the city streets.

Your guide, her golden hair riding unfelt breezes, leads you to a massive door. You feel the power and you could swear the patterns change, but you cannot put your finger on any particular change at any one time. At about the time it hits you, the door speaks - it's alive!

"Welcome, Earthmen," it booms, "Speak the name of your beloved and enter as friends."

65) The binding threatens to splinter apart as you take the book in your hands. The pages have warped into stiff yellow curves through contact with liquids. Some pages at the beginning have been torn out. Where the writing begins, it is a crude scrawl, with some of the letters written backwards. Deciphering it is no easy task. Luckily it is fairly short, so you persevere.

"The Secrits of Las Vegas.

My name is Dave Dawkins. I found this old empty book, and I'm gonna rite down all my secrits in case I fegit them.

I'm a gard for Fat Freddy. He is #2 is Vegas and he wants to be #1. There is a big reward for anywun who can kill Faran Brygo, the Big Boss. Brygo stays hidden most of the time.

My hare is starting to fall out. I wunner if its becuz I joind the Servants of the Mushrum Cloud. It gives me a good feelin to be with my new frends in the Temple. They tole me the secrit password. It is 3 letters - NRC. Nurk! A lot of the Servants are bald. Maybe I will be 2.

Lately there has bin a lot of fitin. I try to hide, but ware is it safe? Robot Deth Masheens are the wurst. Are guns don't always kill them sukkers. Freddy sex we need better wepuns and thats why we gotta find this Max guy. I dint say nothin. Im afraid to tell him that the Servants say Max is kapchurd by the Siborgs.

I am lookin at my words in this book and I am proud. I dint no I cud rite so good till I tride it. I will rite again later.”

Here the writing breaks off. From what you know of the Vegas situation, the diary can't be more than a week or two old, but Dave apparently didn't come back.

66) Although you do not recognize it at first, the object before you is massive and sends shivers up your spine. You study it, splitting up to explore both sides at the same time. From the other side someone yells, “It's a missile - but the insides have been removed!”

67) The guard looks you over briefly, and then disappears into the tent. You hear a brief muffled conversation and the guard returns with another man. The newcomer introduces himself as the headman of the Atchison clan. He understand that you have done a great favor for his brother. He dismisses the guard and motions you closer. He explains that they keep no treasure he but he will give you directions to a secret cache. “Here, take this shovel,” he instructs you. “Stand on the north rail, west end. Take four paces to the east and seven south. Dig and you shall be rewarded.” The guard returns and the headman bids you good day.

68) Closer now, you can hear the conversation of the men you saw when you came in. There is a short silence after each man voices his thoughts. They speak of Martians who are impossible to kill. The Martians are stealing their food faster than ever before and they seem to be massing for a major attack. The simple weapons of the farmers are not enough to stop them. They have no idea what to do about it. One of them jumps as he notices you and they all turn to face you. A stocky man they call Miguel approaches.

69) “He's an inhuman monster. Just cuz he don't get sick he figures no one else should.”

70) Capt. Andrea Mills's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, “Despite her having won the Nobel last year, Andrea's relationships with the other project members have not changed. She's still her affable self, and she's made others feel, through their work on the clone pods, they've each earned a piece of that Nobel themselves.”

71) “Hi. They call me Crumb,” he says with a nod of his head. After he exchanges handshakes with everybody, he tells you, “See Faran Brygo. He's my boss. Be sure to use the password KESTREL.” As you leave, he yells, “Tell him I sent you!”

72) You bow deeply out of respect for the Martian Emperor, and he smiles graciously. He nods toward your guide and looks upon he with love in his eyes. "I thank you, Alandriana. Once again, my beloved daughter, you have served me well."

He turns back to you. "I need your help to rid our world of the Serpioids. We need to destroy their base on Phobos and can only do it with a device you call a 'plasma decoupler.' Your scientists developed it after we sent them telepathic transmissions that instructed them in its construction. We need to get it into the heart of the Serpioid base, then detonate it. Our problem is that none of us Martians can withstand the radiation the Serpioids need to live." His voice drops. "You, on the other hand, can live for a while in that radiation bath. Will you help us?"

73) "Faran must have sent you to look for Max. Last I knew he was headed for the sewers. He built a special key to get down there. It's called a Sonic Key. Max made a couple of them and told me he was hiding one somewhere near the old golf course. Didn't tell me where, though. Didn't do him any good, either. The Newmen grabbed him before he could do anything. If your return to me the Bloodstaff from the Mushroom Church in Needles I can show you the way. Tell the bishop PASTEL."

74) The Martian Warlord hands you a Firelance and some Verchitin armor. "I realize this is not as good as having a Red Ryder Ranger Model Air Rifle with a compass in the stock, but it's the best we can do." He leads you out to the Ornijetcopter and you board the strange craft. "Good luck," he says. "Alwa nasci korliri das."

You frown and ask him what that last bit means.

He smiles. "It's an old Martian warning. It means, 'Keep your powder dry.'"

75) Head Crusher says, "Thank you. Go to the Atchison's tent and tell them LADYBUG."

76) Charmaine takes the Bloodstaff from you and her face lights up.

You clear your throat. "We've done our part," you say, "now do yours. We need to find this character Max before all of Vegas is overrun by these killer robots."

"Ah, yes, Max," she croons, "that strange flunky for Faran Brygo. You probably don't know that he is a robot."

The news hits you hard. "Things keep going from bad to worse," you mutter. "Outlaws, Blood Cultists, Killer Robots, Bomb Worshippers, and now Cyborg Robotnappers! What next?"

She inserts the Bloodstaff into a secret compartment and turns it. You hear a low groan, as if some new doors were opening up. "The way is now clear for you," says Charmaine. "If you survive your encounter with the Newmen, look me up in a couple of months. I might have another mission for you."

You grumble and take your leave.

77) A pair of Blood Guardians flank a complex control panel, the likes of which you've not seen before in the Wasteland. One of the guards looks at you and hear him mutter "infidels" under his breath. Beyond them you see a large area of painted floor that looks very much like a giant chessboard, but you can't begin to guess at what it might be for, or what it's doing in the middle of a temple.

78) The Martian Warlord hands you a Firelance and some Verchitin armor. "I know you'd much prefer a Red Ryder Ranger Model Air Rifle with a compass in the stock, but this is the best we can do." He waves you toward the Ornijetcopter and says. "Wodpre rashi Karna das."

You frown, "What?"

He blushes purple. "It's an old Martian wish from one warrior to another. It means, 'Keep your powder dry.'

79) You've entered a room where dozens of drills and saws are singing an earpiercing song. Blue and white sparks jump from welders and cutters, dropping to the ground to bounce out their brief lives. A robot torso passes before you as it lumbers its way across the room on one of the countless conveyor belts. Even the robot repair area looks in need of repair, with the roof and wall supports laying exposed. In the far corner you notice a square-shaped room.

80) "Irwin John Finster, he runs Project Darwin. He still thinks the world's like it was before, you know?"

81) The OrnijetCopter takes off on an azure tongue of flame and shoots toward Phobos. Suddenly, out of the brown shadow of Deimos, three Serpioid fights stoop on your craft and fire their missiles. You crafter shudders under the impact. The blast rips the cockpit away and shreds the control beyond any chance of repair. With black, choking smoke pouring from the cockpit, the OrnijetCopter spirals into the dense Phobosian jungle!

82) The impact of craft hitting planet jars everyone aboard and, if not for your Verchitin armor, all of you would surely have perished. Suddenly the door to your craft opens. Standing there, dressed in a spotless white suit, is

Irwin John Finster. "I suppose," he says, "I owe you an explanation."

83) The pit boss sends a stream of brown saliva from between his front teeth to the tip of your boots. He slowly sucks on the tobacco pocketed between his cheek and gum as he continues to eye you. Working a finger into his mouth, he scoots the chew around and finally breaks the silence. "See Crumb, the manager," he says with a long drawl.

84) In the shadow of an enormous satellite tracking dish stands the old man. Over 100 years old, he is still vigorous and bright of eye, although he rambles incoherently at times. The farmers remove their hats as they approach and wait for him to speak. Frowning, deep in thought, he stares at what appear to be the remains of a 15-foot tall carrot. He holds a long shaft of broken metal in one hand and mumbles something about wascally wabbits that he had beat away with his best rake.

Miguel explains that you have come to help. The old man studies your weapons, and tells you that he doesn't think your peashooters will do any good against your armored varmints, but that you're welcome to try. If you succeed, he wants you to come back and see him. There is something he would like to show you.

Free to roam the veggie field, you head towards the carrot patch. From a distance, you hear the old man warn you, "Watch out for Harry, the Bunny Master!"

85) You know the Guardians to be strange collectors of old items and as xenophobic fools who would not hesitate to kill strangers without ever seeing the whites of their eyes. You've learned that the flags are in place to mark the closest an outsider may approach the walls without being attacked.

86) "The Head Crusher likes visa cards." The man smiles. "He slathers peanut butter on them and eats them." He shakes his head. "Weird, but then most everything is weird out here - present company excepted, of course."

87) The room is empty except for a small, square room in the corner. There is an oval pattern on the floor that reminds you of alien eggs just waiting for you to examine them too closely so they could explode in your face. You hesitate, but then get on all fours to study the pattern more closely.

88) “Finster forced all the sick ones out, to prevent the spread he said, but it just leaves them to die without help,” grumbles the bartender.

89) Finster sits down on a Phobosian tree. “At birth the Serpioids captured me and educated me to be a spy against my fellow humans. I rebelled, but I cannot strike them directly.” His hands shake. “You have to understand. Their queen is my sister!”

90) Faded but visible, you see a map tacked on the wall of the area before the war. You see a small star that roughly corresponds, as nearly as you can tell, to the base you now stand inside. Almost directly south you see a second star, and directly west, at the map’s far edge, you see a third star.

91) Dr. Franklin Beams’s personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, “Dr. Beams’s assessment of Edsel’s obsessive behavior concerning the computer and AI just works as another nail in Edsel’s coffin. The faster I can get him out of here, the better. Let Cochise’s boss deal with a fully-aware computer.”

92) Head Crusher says, “Thank you. Go to the Atchison’s tent and tell them LIZARD.”

93) The diary talks about the last days during which the satellite facility was operating. “Las Vegas is still intact. Needles wasn’t damage by bombs, but some flooding occurred when the river level rose. Quartz suffered some damage.” In hurried script, the last diary entry reads, “We’re abandoning the satellite installation so we can join the farmers out at the Ag Station and defend the world against the newest threat ... the invasion from Mars!”

94) A speaker crackles. After a flourish of trumpets you hear: “You have the privilege of an audience with His Brightness, the Supreme Commander of the Mushroom Forces, Western Sector. Unfortunately, our Great Leader is away on urgent business. Aware that you will require aid in your holy assault on the infidel Temple of Blood to steal the Blood Staff, he has opened our armory for your use. Take all you need. If you fail in your quest, you may return here to commit ritual suicide.

95) “Things have been rather nasty in Quartz,” you are told. “One of the larger desert bands, led by a guy called Pedros has taken an intense interest in, ah, civic affairs. He even calls himself ‘Mayor’. Normally a town of our size could drive them off because the bandits don’t try all that hard when attacking, but this time they hit us with a vengeance. It’s almost like they don’t want to remain in the desert.”

96) Three Card Monty is played with three cards; one is a queen and the others are 10's. The dealer shuffles the cards and places them face down on the table. The player then has one guess to pick out the queen. The bet is \$10.

97) You leave the weeping Finster behind at the crash site. You can sympathize with him, and would have preferred to have him helping you, but you can understand his reluctance to face his own flesh and blood. Still, his heart is in the right place. Onward you trek to destroy the Serpioid base, and try to redeem Finster's soul.

98) The Brakeman tells you, "Take this visa card and give it to Head Crusher in Quartz." As the Brakeman passes you the card, the sunlight catches the skull and crossbone hologram and glints brightly. You slide it into your breast pockets as he turns and leaves without another word.

99) Faran Brygo's office is modest, yet clean and pleasant. Two guards, one tall, blond, and stern looking, the other shorter and stockier, flank the desk. Brygo, a dark, handsome man, smiles at you. "I understand you want to speak with me, gentlemen?"

100) Maj. Peregrine Cite's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, Peregrine accurately assessed the security problems with the storage area. While the base is not meant to be an armed camp, his precautions are well noted and should provide a surprise for unauthorized personnel operating in the base."

101) Lt. Russell Heller's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "I thought Heller would be a discipline problem, but he's not. His jokes relieve the tension as we work to finish this base. Others worry about the news that Edsel's new computer helping to finish Cochise all by itself, but Heller shrugs it off. 'Who wants to work with someone who won't sit down for a cold beer after the work's done anyway?' Perhaps mankind does stand a chance against superior machines."

102) The Serpioid ambush almost takes you by surprise. The Serpioids rise up from the underbrush, which you ignite with your Flamelances, but their tactical advantage spells doom for you. Their advantage evaporates, however, when Finster appears and launches himself at the Serpioid leader. Finster's kick snaps the Serpioid's head back and drops him where he stands. The battle begins and energy weapons burn to life around you...

103) The Mushroom Bishop explains to you, “I sent out my second-in-command to look into a series of murders.” You notice the bishop nervously twisting a ruby ring around his finger.

104) The pamphlet contains two tips for the wise: “(1) Buy an AK-97 assault rifle. (2) If there’s someone hanging around your neighborhood you don’t know, shoot him.”

105) “No,” Finster shouts. “We can’t take any more time to skulk around. We’ve got to go straight in. Don’t worry, I know the password. It is TRAITOR!”

106) Your savage attack blasts away the enemy pillbox and you pour into the heart of the Phobos defense. Finster blasts a control panel. “Perhaps, with their defense system down, the Emperor can aid us.”

107) You lift up Louie’s lifeless wrist to look at his gold ID bracelet. Twisting it over to view the underbelly, you see “27” etched on the dulled surface.

108) Hidden panels in the walls drop away and Serpioid snipers open up on you. Your Firelances rake the ambush ports with murderous sheet after sheet of flames and you hear the screams of Serpioids as they reel away in death.

“Finster, look out!” one of you screams, but it is in vain. A pit opens beneath his feet, and he vanishes.

A vile female voice fills the corridor. “Leave now, earthmen. You cannot save him or your planet. At least save yourselves.”

109) The wall map is covered with scribbled remarks that are virtually unreadable. A star over one building in the southeastern section of town has the legend “Bar - trouble spot” scrawled over it. A skull decorates another building in the central-eastern portion of the town. The word HIDEOUT covers it. An arrow leading from the word draws attention to another building diagonally to the southwest, though it has the word SEKRET painstakingly written beside it.

110) The Hobo guzzles Snake Squeezins the way an assault rifle gobbles bullets. His eyes glaze over and his voice deepens. “Those who guard the past guard the secret to immortality.”

111) “Don’t get your hopes up. We have to deal with the Bloodstaff murders first.”

You frown. “What murders?”

The robot clerk squints at you. "You mean you're not here about the murders? People are found dead, drained of blood. We think it's some mutant vampire or something from the desert." He looks at you very hard. "How do I know you're really Rangers? Just you keep your noses clean in my town, hear?"

112) The glowing torchlight flickers across a horrid scene. Men in torn and blood-spattered robes struggle against the ropes binding them to massive steel tables. The tables slope down at the head and a catchbasin at the lowest corner is used to collect the dark flow of blood dripping from the small wounds cut into each writhing victim.

Priests rush from one table to another, gathering buckets the way a dairy farmer gathers the bucket of milk from his cows. They pour the smaller quantities of blood into a hole in the floor, but you cannot tell where the dark fluid drains away to in this dim chamber of horrors.

113) "Where did you find that? Oh my god, you've found the thief. Where is he? Tell me, I must know!"

114) "Well, victims get red-faced and all delirious." The bartender shakes his head. "It's really odd."

115) Without Finster and his knowledge of the Phobosian Citadel you can only stumble around blindly. You slink through corridors and around corners, easily avoiding the inattentive Serpioid sentries. Then you catch a flash of white from a window and, for a half second, you see Finster.

You blanch. The building he's in bears the legend "Ministry of Genetic Rehabilitation."

116) Gunfire rips the Master Geneticist in half. You slit Finster's bonds. "We must hurry," he urges. "The final invasion begins in an hour!"

117) The Hobo quickly drains the bottle of Snake Squeezins and drops into a trance. Then, uttering each word metronomically, he says, "A steel storm threatens the City of Gold."

118) You see an empty room with a small square room in the corner. On

the floor is an intricate diamond pattern. You remove a magnifying glass from you back pocket, get down on all fours, and begin to carefully study the pattern of dots.

119) Fat Freddy turns the ring over in his thick hands. A smile creeps into his face like scum over stagnant water. "I don't believe it. You actually were

foolish enough to kill him.” He stares at you with piggish eyes. “You are obviously too dangerous to live.”

120) Finster points out the window. “Dive for cover!” he screams. You look up, then suck tile as a kamikaze Serpioid in a fighter corkscrews down into the hangar where you have taken cover!

121) The bartender frowns. “Now much news since the plague forced Finster to isolate the base.”

122) Three Card Monty is played with three WWII generals. One pretends he’s Montgomery, while the other two are Bradley and Patton. A German player then tries to figure out which one will lead the invasion. If he guesses right, the Fourth Reich gets to start with bases in Germany, France, and England.

123) You peer at him over the top of your sunglasses. As you cock your fist to counsel him on the error of his reticent ways, he blurts, “The password is THERMODYNAMISM!”

124) You see written here: “The launch code is MOTEKIM.”

125) The explosion rips the hangar apart, but a force shield projected from Finster’s belt holds off the ocean of fire washing through the hangar. “Quick,” he yells, “get to the fighter over there. We’ve got no time to waste.”

126) Felicia smiles as you cut her bonds. She nearly falls as she makes her first attempt to stand up. “Don’t worry about me,” she says. “Ace is being kept in the cells.”

127) You unravel the message from the leg of this massively strong pigeon. “Boss,” the note begins, “I’ve tracked the bum to Needles. There’s lots of ruins and abandoned buildings here, so the search is not easy. I know he’s hiding in one of them and I hope I can find him before someone else does. I don’t know if we want his information to fall into the wrong hands. Oh yeah, there’s Rangers about, so it looks like things actually can go from bad to worse.”

128) The Hobo finishes the Snake Squeezins in record time and smiles wisely at you. He burps. “One man’s dream is another’s nightmare, but a machine’s dream is everyone’s nightmare.”

129) “Faran must have sent you to look for Max. Last I knew he was headed for the sewers. He built a special key to get down there. It’s called a Sonic Key. Don’t confuse it with the four keys of the Citadel. Max made a

couple of them and told me that he was hiding one somewhere in the old golf course. Didn't tell me where, though. Didn't do him any good, either. The Newmen grabbed him before he could do anything. If you return to me the Bloodstaff from the Mushroom Church in Needles I can show you the way. Tell the bishop DIPSTICK."

130) You're drawn into a large room filled from floor to ceiling with countless computers. The flashing lights and video screens bring the room to an eerie life. Through the glow of colors, you spot a small square room in the far corner.

131) Once the introductions have been made, the Big Boss pulls out a box of grenades and passes them around, all the while explaining that it is his special blend, made somewhere further north. When everyone is comfortable, and the bodyguards have taken up unobtrusive positions behind you, he begins to talk.

"One of my men is missing. We don't think he's dead, because he's too valuable to kill. We think some other group in town has grabbed him, but if we don't get him back, the whole town will probably be overrun by these damn death machines that have started to appear. He's the only one in town with the scientific know-how to fight them. For example, he's the one who thought of the landmines, and they've destroyed more robots than anything else in town."

Brygo reaches into his desk and brings out a drawing of a rather ordinary looking man. "This is Finster," he explains. "He came to us about a year ago from the Wasteland to the east. He was the greatest hand-to-hand fighter we'd ever seen and he also seemed to know a lot about the science from before the War. He didn't remember where he came from - at least, that's what he told us. I quickly made him my right hand man."

"When we began to hear rumors of death machines coming out of the west, and especially when the first of them reached the Vegas borders several weeks ago, Finster grew frantic. He began to talk crazy, about how all life was in peril, and how only he could save us. He said he needed special equipment, and that someone near Vegas should have it. I should have put a guard on him then, but instead, I decided to send Ace out to look for help. One night Finster disappeared. We've been looking for him ever since without success. Now I've lost my best man, and things are getting worse. Newer and stronger robotic death machines are appearing all the time. If we don't find Finster soon, even a fortress like this may not be able to hold out against the death machines. Go see Charmaine in the Mushroom Church. Tell her I sent you and she may be able to help."

You nod your head.” Yeah. We’ve tangled with some of these death machines before, and whoever’s making them has gotta be stopped. Got any clues?”

“There are two other power groups that we know of here in Vegas. Fat Freddy runs the criminal element. He’d like to take over my position. There’s also the Servants of the Mushroom Cloud - religious fanatics who won’t be happy until every person in Vegas has been converted to their own poisonous religion. There may be others. Vegas is a big town. But those are the ones we most suspect. I need you to go find Finster. What do you say? Will you do it?”

The Desert Rangers huddle for a few minutes. From the veiled looks and secret gestures you’ve intercepted between Brygo and his men, it’s obvious the only way you’ll get out of this room without a fight is to take the assignment. Besides, your curiosity has been aroused. You are sure that Finster knows a lot more than he has told Brygo. If you want explanations, he’s the man you’ll need to see.

“All right,” you tell the Boss, “we’ll find him if he’s findable. We may have to leave Vegas to do it. In the meantime, you try to hold out here.”

The Big Boss stands up, shakes your hands, and wishes you all luck. Then he shows you the way out.

132) A growl rumbles from the bartender’s throat. “The Martians forced all the sick ones out, to prevent the spread they said, but it just leaves them to die without help.”

133) Each of you mans a gun station as the fighter bursts from the flaming hangar. Fingers tighten on triggers and massive energy pulses coax sour, ozone vapors from the atmosphere. You blaze away at the swarm of enemy fighters whirling around you. Your shots blast the Serpioid ships apart, but the horde of them looks too great for even you to defeat.

Suddenly the fighter lurches to a stop as a blue-green light bathes it. The wings disintegrate and Finster screams, “Tractor beam. Their command ship has us!”

134) “That’s a brilliant plan!” Finster exclaims. “You’ll get a promotion for that one!”

In accordance with your plan, he cuts the engine back and the tractor beam drags you quickly toward the floating Citadel that is the Serpioid flagship. Then as you grow close, Finster punches the afterburners and your ship, a fuel-laden bombs, dives in at the flagship.

“Hope your force field holds, Irwin,” you laugh.

He swallows hard. “My power level is too low. We’re going to die!”

135) Finster huddles with the rest of you in the corridors of the flagship. “If not for your quick thinking and linking my power belt into the fusion engine on the ship, we would have died. Now we’ve crippled the flagship. We have won!”

“No,” you remind him. “It won’t be over until your sister is dead!”

136) The darkened cell reeks of decay. You take a step inside and feel something slick on the cell’s floor. You stoop and touch it, then recoil as if burned. The empty cell is full of blood!

137) The bartender sighs. “He was working in the base as a janitor. Now he’s real sick.”

138) A squad of Serpioids fills the hallway. “Come, Rangers,” the leader invites. “Come and die.”

139) High/Low is a game played with two dice. The player rolls a die and the dealer rolls a die. If the player rolled higher than the dealer, he wins. The bet is \$10 per roll.

140) “He wandered in from the desert to study here. He talked with Finster but got sick before he got a job.”

141) Snake Squeezins drip off the Hobo’s chin as he drains the bottle. His eyes grow distant and his voice drops an octave. “To the mother who speaks in riddles comes a child of promise. Aid her and aid justice.”

142) You stoop and recover your African Throwing Knives from the Serpioid bodies. You grin at Finster. “I’m going to skin one of these things someday, and make me a pair of boots.”

143) You unceremoniously rip the bracelet from Hewey’s limp wrist. Rubbing it against your chest several times to remove the blood, you see “13” engraved on it.

144) You can hardly believe your eyes. Here, in the middle of the Guardian Citadel’s fourth level, you stand before the object of five year’s search. You remove your gloves and gently run your hand over her belly, fighting the temptation to throw yourself entirely against her. Slowly, you take several steps back. Unable to resist it any longer, you blurt triumphantly to the crew, “The Titanic! What a find!”

145) This paragraph can be reached from no place in the whole adventure. We know who you are, and we will get you for reading this paragraph. Expect it most when you expect it least.

146) The bartender leans forward. “Darwin was a science base a long time ago. Supposed to be hush-hush, but I grew up in its shadow, so...”

147) You flip the lifeless Hewey onto his back with the toe of your boot. After you rummage through his pockets, you start removing his jewelry, having a particularly hard time working the ID bracelet over his swollen hand. You finally separate it from the dearly departed that pops the bracelet off. Flipping over the bracelet, you read only the etching of “11”.

148) The Hobo lowers the now empty bottle of Snake Squeezins and stares at you with glassy eyes. “Destroy the wombs and destroy the threat.” He then passes out.

149) “Hi. They call me Crumb,” he says with a nod of his head. After he exchanges handshakes with everybody, he tells you, “See Faran Brygo. He’s my boss. Be sure to use the password CLOVER.” As you leave, he yells, “Tell him I sent you!”

150) “Where did you find that? Oh my god, he must be dead. The Bloodstaff was stolen from here and I’ll generously reward you if you find it and bring it back. Last I knew he was going back to downtown Needles.”

151) Your mouth dries instantly. Perched within a weightless bubble of blood, Finster’s sister laughs derisively. “Come so far just to die. Poor little men. Your world is lost.”

152) The hastily inhaled Snake Squeezins dull the Hobo’s eyes and deepen his voice. He tells you, “A body is only a box to keep your mind in.”

153) “Not by a long shot,” you scream at her. You flick the charging level of the needle rifles you found earlier. “Eat hot slivers of death, witch.” The deafening roar of your assault swallows any comment she tries to offer.

154) As you gently thumb through the brittle pages of the little black book, you notice a list of names and phone numbers, some of which have four stars next to them. At the bottom of the last page you notice some unusual text: “The launch code is ATOM.”

155) You unceremoniously rip the bracelet from Dewey’s limp wrist. Rubbing it against your chest several times to remove the blood, you see “16” engraved on it.

156) The Snake Squeezins vanish into the Hobo faster than water evaporates in the desert. The Hobo smiles quizzically, his eyes get a distant look, and he burps. "Trust the one born beneath the battlefield."

157) Finster and his sister stand over your dead bodies. "The fools should have realized," she says, "those were my weapons. Having them explode when used against me is easy."

Finster smiles. "They were more foolish than that, Lucretia. They actually trusted me." The twins' laughter echoes in your dying ears for an eternity.

158) "Where'd you get that ring?" the detective demands. "I think his Holiness is looking for that thing."

159) She beckons you to come closer, the shining three-inch red nail on her index finger mesmerizing you closer and closer. Pushing the hair away from your ear, she whispers, "Ugly's bomb disarm code is 31-17-54-07-99."

160) Snake Squeezins lubricate the Hobo's throat and loosen his mind to travel places unknown to the sane. "Man before wife, save a life."

161) You study the torn piece of paper in your hand. Originally written in red ink, the text has turned into large fuzzy blotches of pink. Though mostly unreadable, you make out the word MUERTE followed by HIDEOUT:THANATOS, but THANATOS has been scratched out and MORS has been written under it.

162) The coppery-skinned youth smiles. "I come from the Junkyard Village. My father is the Junkmaster and he'd be very grateful if you would return me to my home." He looks down at his feet. "I understand, though, if you do not want to take me home. You are the mighty Desert Rangers who have destroyed the Guardians of the Old Order, so you don't need any help. Still, my father knows where your enemy lairs."

COMMAND SUMMARY

IMPORTANT: Wasteland is a dynamic game and it's very important that you understand how it saves and keeps track of the game. The game changes as you play and updates changes to the disk permanently. If you take an item, it won't be resurrected just because you leave and return.

The game takes place in many locations. As you explore, you'll often be asked "Enter New Location (Y/N)?" If you answer "yes" the game will save any changes to that location, your party's status, and become your new saved game locations. If you switch to another location to view a disbanded party, the statuses of all parties are saved. You should Save the game before ending each session of play. Then when you go to play again you can pick up where you left off. However, if your computer has somehow shut down before you could Save, the computer will search for the last place it saved. This way, you're unlikely to lose any important recent acquisitions. What can you do if a character dies? **DO NOT ENTER A NEW LOCATION OR SAVE THE GAME!** Turn off your computer and reboot, and your character will live again, but without anything they acquired since you last saved. If all the characters die in the midst of general carnage and mayhem, your computer will state the obvious: "Your life in Wasteland is over." Don't get depressed. Just reboot and the game will return your characters to either the last time you saved or the last time the game map changed. (This assumes, of course, that there's something to return to.)

Time and Distance

Wasteland's maps vary in scale. The desert map contains the city maps which in turn contain maps of buildings and underground locations. In combat, distances may seem a bit off for the map you're in, but these are tactical distances, valid for combat only.

Because the maps differ in scale, time passes differently on them. A single keystroke will move you one space both in the desert and in a building, but the amount of time each move takes is different. Time passes more quickly during overland travel, which the game takes into account for healing and deterioration purposes. And remember that time passes for both the main party and disbanded characters. If you send a disbanded character off to find a doctor for an injured comrade, that comrade will keep on bleeding.

If you want time to pass without moving your party, press <ESC> or place the mouse icon directly on your party and press the mouse button. If you wish time to pass more quickly, hold down the <ESC> key or keep the mouse button depressed.

Reviewing Messages

Wasteland involves a great deal of text. This text includes the descriptions of your surroundings, descriptions of non-player characters, clues, and references to the Wasteland paragraph section included in this manual. If you wish to refer back to or review a previous message, press the Pg Up key and keep it depressed until the desired message appears. To return to the most recent message, press the Pg Down key and keep it depressed until that message reappears.

Selecting Options

Whenever you need to select an option, press the first letter in that option (unEquip is the exception; in this case, press E) or click on it with your mouse.

Whenever you need to select an item, skill, or attribute from a list, press its number or click on it with your mouse. To scroll through a list, use the up and down arrows, the left or right arrow, the I key to scroll up or the K key to scroll down, or use the mouse to click on the next option or click on the up or down arrows on the right side of the option window.

Movement Commands

There are three ways to move your party: Use the cursor keys, the mouse, or type I to move up, J to move left, K to move down, or L to move right. When you use a mouse, a directional arrow will appear on the screen pointing forward, left, right, or backward. Move the mouse in the direction you want to go until the directional arrow points in that direction. Then hold down the mouse button to move in that direction. The Spacebar toggles the view of the party roster on and off.

Ranger Center

The following options appear at the bottom of the screen when you're at Ranger Center.

Create	Creates a character
Delete	Deletes a character
Play	Begins play outside Ranger Center

Non-Combat Commands

Except during combat, you can use the following commands by pressing the first letter of the command or clicking on it with your mouse.

Use a skill, item, or attribute

- | | |
|----------------------------|---|
| Enc
which | Simulate an encounter. This calls up combat commands, which you can use to initiate combat or use the Hire command to hire a non-player character into your party. |
| Order | Establish a new party marching Order. |
| Disband
can | Disband the party into two or more groups. This command also be used to permanently dismiss a Non-Player Character from your party. |
| View | Alternate the View between two or more groups. |
| Save
the
Game | Save the game. When you use the Save command, the computer will ask "Save Game (Y/N)?" If you answer "yes" computer will save the game at that point and ask "Quit (Y/N)?" If you answer "yes" the computer will return you to the DOS screen, and if you answer "no" the computer will continue the game. If you answer "no" to "Save Game (Y/N)?", the computer will still ask "Quit Game (Y/N)?" If you answer "no" the computer will continue the game. If you answer "yes" the computer will return you to the DOS screen, and the next time you reboot the game, it will start at the last point you saved. |
| Radio
earned | Radio Ranger Center to see if any party members have promotion. |
| Print | Prints party information when the roster is displayed. |
| <SHIFT>-# | Call up the Use command for a specific character. |
| <CONTROL>-R | Reorder items and skills for a selected character when those menus are displayed. |
| PgUp & PgDn | Scrolls through the messages at the bottom of the screen. |

Combat Commands

Note: Some weapons have a limited range in combat situations. Contact weapons, such as knives, axes, fists, etc., are ineffective against opponents more than 14 feet away. Attacking opponents more than 14 feet away requires projectile weapons, such as throwing knives, pistols, rifles, etc.

When you engage in battle, choose from the following options by pressing the command's first letter or clicking on the command with your mouse.

Run Move party or individual character one space.

Use Use a skill, item, or attribute.

Hire Hire a Non-Player Character to join your party.

Evade Evade an enemy.

Attack Attack an enemy.

Weapon Change Weapons

Load/Unjam Load and/or Unjam a weapon.

<SPACEBAR> Show map of immediate area during combat.

<CONTROL> A Show list of enemy groups and their distance from the party. This will only work with player characters, not hired NPCs, and only when your foes are within range of your weapons.

<ESC> Cancels commands.

To speed the combat scrolling rate, press the up arrow key on the keyboard or click on the "fast" command on the screen with the mouse. To make it slow, press the down arrow key on the keyboard or click on the "slow" command on the screen with the mouse.

Viewing Characters

Enter a character's number to view their statistics. The options you can use in this mode are:

From the first screen

Pool Pool all the party's cash and give it to the character you are viewing.

Div Cash Divide cash evenly among party

<ESC> Cancels commands

(Press <enter> to go to the next screen.)

From the second screen

This screen shows what items the character has. Enter an item number and the following options will appear:

- Reload** Reload weapon. (Only appears if you choose an ammo clip for
the currently Equipped weapon.)
- Unjam** Unjam weapon. (Only appears if your currently equipped
weapon is jammed.)
- Drop** Drop an item.
- Trade** Trade an item.
- Equip** Equip or unequip an item.
- <CONTROL>R** Reorder items.
- <ESC>** Cancels commands.

When prompted Y/N, press Y or <enter> to accept the option.
(Press <enter> to go to the next screen.)

From the third screen

This screen shows the character's skills.

- <CONTROL>R** Reorder skills
- <ESC>** Cancel commands.

Macro Functions

Macro functions condense the several key strokes needed to give certain commands into one key stroke. To create a macro function, press <control> and any one of the function keys, F1 to F10, simultaneously. A message, REC.MAC. (with a number 01 to 10 corresponding to the number of the function key you are pressing), will appear in the upper left corner of the screen; when it does, release the <control> and the function key again; the message in the upper left corner of the screen will vanish and the macro function will have been created. Pressing the appropriate function key thereafter will repeat the entire command or series of commands. (Example: If you want time to pass more quickly, press <control> and F1 and then release them when REC.MAC.01 appears in the upper left corner of the screen. Now press <ESC> several times, and then press <control> and F1. Every subsequent time you press F1, time will pass as if you had pressed <ESC> several times. A macro function can be erased by pressing and holding down <control> and pressing the appropriate function key twice.

Wasteland

might & magic
world of xeen™

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Contents

Introduction to the World of Xeen	333
The Sixth Mirror	333
Log of the Dragon Pharaoh	336
A Beginner's Guide to Computer Role-Playing	340
Creating Your Characters	342
Character Classes and Races	345
Reviewing and Assembling Your Party	348
Adventuring	350
Control Panel	354
Character Screen	355
Quests, Items, and Notes	358
Inventory Screen	358
Secondary Skills	361
Combat	362
Spells	364
Cleric Spells	366
Sorcerer Spells	376
The Legend of the Unification	381
Important Places	382
Map of Vertigo	383
Map of Castlevue	385



Might & Magic

INTRODUCTION TO THE WORLD OF XEEN

Thank you for purchasing World of Xeen. This special CD-ROM version of the game is really two games (Clouds of Xeen and Darkside of Xeen) rolled into one, with two differences: One, your characters are able to travel from one game to the other, doubling the size of the world available for exploration. Two, CD-ROM technology has made possible the use of digitized speech in all places that call for it.

The structure of the World of Xeen is a flat square. Travel between the two sides of the world is easy: The small pyramids scattered about Clouds of Xeen (the side of the world your characters will start on) can be used to travel to the pyramid in Castlevue on the Darkside, and the Castlevue pyramid will take you to the pyramid outside Vertigo in Clouds of Xeen. Rumor has it there may yet be other methods of traveling between the two sides.

Once you have become a flip side explorer, you will be able to complete those quests that require you to visit both sides of the world. The main quest in each of the two sides can be completed without a trip to the other, but there is a third major quest and ending that will require multiple trips between the two sides to finish. New World Computing invites anyone who completes any of the three major quests to send us your score. All who complete a quest will receive a certificate of congratulations for their achievement.

THE SIXTH MIRROR

You and a small circle of friends have gathered at a local Tavern in Vertigo to discuss the events of the last several months. Your conversation bobs and weaves among subjects in between draughts of ale, but the central topic is the vivid, recurring dreams you all shared starting eight months ago.

The first dream arrived as a nightmare, frightening in its clarity and intensity. You all dreamt that you were listening to King Burlock's adviser, Crodo, speak to you. It was as though he was talking from a great distance, and the message seemed to have been addressed to someone else.

This message is not a dream. I am sorry to trouble your sleep in this manner, but I have no other way to communicate with you. A few months ago, a man claiming to be King Burlock's lost brother, Roland, arrived in court and announced himself to the King. Roland had left on a mission into Mount

Might & Magic World of Xeen™

Firestone, many years ago, looking for the passage to the Fabled “Land below the Land.” That Roland should return home after all these years was very good news for the king, but I had my reservations. Where had he been all this time, and why hadn’t he come home sooner?

Suspicious of him from the first, I watched him tell tales of ancient treasures and works of power. The artifact that Roland talked about most was the Sixth Mirror. The Sixth Mirror was the only magic mirror that was made to be portable, and because of this it had no name. The owner of the Mirror was able to step through it just like the other five Mirrors, but he could take this one with him.

That Roland was obsessed with the Mirror became increasingly clear with time, but the King did not seem to notice. Rather, King Burlock began to finance expeditions to find the lost mirror. Many brave and powerful adventurers answered the call, but none succeeded. In spite of repeated failures, Roland urged the King to continue the search.

As the search grew more feverish, King Burlock began to neglect his management of the realm. The King’s health deteriorated, the servants grew lax in their duties, and the treasury ran dangerously low. I felt that I had to do something and do it soon. I resolved to sleep on it and speak to the King in the morning.

That very night I awoke to the chill kiss of dark magic being worked nearby. Rising to my feet, I gathered my robe about me and walked into the hallway. From there I was able to hear muffled sounds coming from Roland’s room. Cautiously, I crept up to Roland’s room and looked through the keyhole.

To my horror, I saw Roland sitting cross-legged, holding a black tome in one hand. From a charcoal diagram on the floor arose the image of a foul spirit in the shape of a knight with horns cresting his helm. Roland was conversing with it in a harsh tongue I did not recognize.

I must have made some sound then, for Roland abruptly turned and stared hard at the door. I backed away from the keyhole immediately, and it is well that I did, for the door suddenly blew off its hinges and slammed against the opposite wall. Fearing for my life, I ran. I ran as fast my old bones would take me, ran as though the forces of Hell were at my heels.

They were. as I rounded the first corner of the hallway, screaming for help, the chill blast of Roland’s winter magic narrowly missed me. We ran through the twisting halls of Burlock’s castle, through rooms dusty with disuse and through armories filled with rusting war tools. I took a turn and found myself cornered at the end of a hallway with no means of escape.

Might & Magic World of Xeen™

In despair I turned to face Roland and raised my magical defenses, knowing that he was stronger than I. Roland came charging around the corner and slowed down when he saw that I was cornered. Raising his hands above his head in preparation of a sorcerous strike, Roland smiled and said, "What's the matter, Crodo? Are you afraid of what you saw?" Roland continued to approach me slowly. "Feeble old man, your fear of magic you don't understand is a discredit to our profession."

"I understand your evil magic well, Roland," I said hopelessly, slumping my shoulders and bowing my head. "I can't hope to win against such strength." With that I sighed, gathering my energies for one good blast. I looked and Roland, who was smiling and advancing, sighed again, and threw my spell. The force of the dancing blades spell flying from me pushed me back against the wall.

Caught off guard, Roland failed to deflect the spell. The blades flew out from my hands, stripping the flesh from his body. Hope rose within me when I saw what I had done to him, then despair when he still stood after the attack. Scraps of flesh hung to his grinning skull, and his one remaining eye glared at me. I knew then that Roland was Undead, and that I could not defeat him.

"Who are you?" I gasped, staring at the figure before me.

"Lord Xeen," the Monster said. "Call me Lord Xeen, King of the World, for that is what I shall be in a very short time!"

"King Burlock — , " I began.

"Will do as he is told," Xeen finished for me. "Especially if he doesn't have YOU around to give him bad advice."

There was nothing more to be said. Xeen made a peculiar gesture with his right hand and then clenched his fist. I felt a pressure on my defenses and on my head which quickly grew intolerable. The blackness took me and I knew no more.

When I awoke, I found myself in a tower on an island surrounded by water. From my window I am able to see King Burlock's castle across the water. Every day I see the search parties leaving the castle to look for the mirror and wonder if the King knows what 'Roland' is, or where I am. There is only one place in the world with a view like I had, and that is Baron Darzog's tower.

Because of the materials used to construct the room I am in, I am unable to use my magic to escape. The only thing I can do is send these dreams to you in hopes that you will hear and respond. I don't know what Lord Xeen

Might & Magic World of Xeen™

wants the mirror for, but it can't be good. I fear the ruin of the realm if he succeeds. You are the only people in the world with the power and resources to make a weapon capable of slaying Lord Xeen in your laboratories in Newcastle. You must make haste. If Lord Xeen discovers what you are doing, he will destroy you.

With that, the dream ends.

The dream had been repeated several times for about two months, then never again. The day after you had your last dream, Newcastle was destroyed by a bolt from the sky, and all its inhabitants were killed. Each one of you realized you may be the only person left alive who received the message. If you didn't do anything, nobody would. So you quit your jobs and traveled to Vertigo with your life savings. Here you were able to find training in spells and weapons, and here you met one another.

You talk late into the night, excitement and nervousness in your voices. As the conversation winds down and you are all getting ready to retire for the night, you agree that tomorrow is the day you will start your adventures.

LOG OF THE DRAGON PHARAOH

Log entry: 3/3/850

Last night two meteors impacted Darkside within seconds of each other. Judging from their trajectory, they must have landed near the volcano. I have sent Wolrow to investigate the impact site. The time of the Prophecy draws near, and I suspect these meteors are a good omen.

Log entry: 3/4/850

Crindr Amn has announced the hatching of 18 healthy children! I am so happy for her! Not a single one had to be eaten because of deformities. Everything in the world seems to be going right. The initial preparations for the Prophecy have been flawless, and I anxiously await Queen Kalindra's response to my request for her aid in the final Prophecy ceremony.

Log entry: 3/5/850

I have issued a proclamation requesting volunteers to help facilitate the final stages of the Prophecy. Responses should be coming in soon. The culmination of the Prophecy is so near I can taste it.

Log entry: 3/6/850

Wolrow was expected to return today, but there is no sign of him yet. He probably took some extra time to study the meteor phenomenon. I have not yet received a response from Queen Kalindra or any volunteers.

Might & Magic World of Keen™

Log entry: 3/7/850

Four days have passed since I last saw Wolrow. He should be back by now, and I fear for his safety. I will send a search party for him if he is not back in two more days. I have had positive responses from several volunteers on the matter of the Prophecy, and they have all indicated that they will arrive at the royal pyramid in a few days.

Log entry: 3/8/850

Letters from volunteers continue to pour in. The response is more than gratifying. All signs and omens continue to point to successful completion of the Prophecy.

Log entry: 3/9/850

Wolrow is still missing. I sent a search party out to find him today. The volunteers have begun to arrive, and I have been dispatching them to their posts. Queen Kalindra sent word of her willingness to participate in the Ceremony, and mentioned that she had taken in a mysterious but charming guest named Alamar. She also said that the emissary from the other side of the world had not yet arrived.

Log entry: 3/10/850

My study of the signs today showed a drop in confidence for the completion of the Prophecy by 10%! Something is amiss and I cannot read the signs clearly enough to tell what it is. I am very worried about Wolrow, and hope that the search party discovers him soon.

Log entry: 4/1/850

Confidence slipped another 3% this morning, but returned to its previous level in the afternoon. There is some chaotic factor in the equation now, and even a small drop in confidence makes my tail twitch nervously. The volunteers have stopped arriving, and I sent the last one to his post today. All that remains is for the Queen to complete her task, the emissary to arrive, and for the proper time to arrive.

Log entry: 4/2/850

The search party returned with bad news today. They reported that they were unable to approach the meteor impact site because a rebel army was camped before it. A rebel army!? Led by who? Who would dare challenge my authority or detain my servants? On top of this bad news, confidence fell to 74%. The Queen has not sent her confirmation of her readiness to complete the Ceremony, and the first day the Ceremony could begin is tomorrow.



Might & Magic World of Xeen™

Log entry: 4/3/850

Today is the first day the Prophecy can be completed. I have not heard from the Queen. Scouts report that the rebel army is both growing in number and advancing toward the royal pyramid. Confidence has fallen to 40% and continues to fall by the hour. I have sent messages to my monstrous allies informing them of the situation and asking them to muster their armies and come to my defense. My tail lashes in agitation.

Log entry: 4/4/850

All is lost! The Queen has not responded to my attempts to contact her magically. The Orcs sent a message stating that they were involved in religious ceremonies and were, sadly, unable to come to my aid at this time. As soon as the ceremonies are over in a month, however, they will be happy to come. The Ogres sent a simple refusal. I have not heard from any of my other allies. Scouts predict the rebel army's arrival tomorrow. Since confidence fell to 20% today, I have decided to recall the volunteers and shore up my defenses. Reports also indicate the sudden building of a dungeon on the Isle of Lost Souls and a castle near the meteor impact site.

Log entry: 4/5/850

The rebel army besieged the pyramid today. I can see from the window that some of the members of the army are my former allies. There have been refusals of aid from the Sprites and the Gremlins, the last delivered with insults and jeers. An emissary from the rebel army demands my surrender to his master - Alamar. I refused, of course. He cannot possibly have the key to the pyramid. Confidence fell to 6%.

Log entry: 4/6/850

Alamar has the key. He must have taken it from Queen Kalindra. His army has entered the pyramid and has been battling my forces all day. The first level has been lost, and my forces seem unable to hold the rest. Elinger, Queen Kalindra's advisor, reports that Castle Kalindra has been "moved out of phase" with the rest of the world, and is impossible to enter. He also reports that the Humans, Elves, Dwarves, and Gnomes have been confined to a small section of Castlevue town.

Log entry: 4/7/850

I have ordered my forces to surrender to save their lives. I have set the seals on the final level of the pyramid to prevent unauthorized entry, and I am certain they will work. Unfortunately, I am now virtually powerless. While the army cannot enter here, I cannot leave. Elinger informs me that he has taken similar steps to ensure his safety in his tower in Castlevue. Confidence has fallen to 1%.

Might & Magic World of Xeen™

Log entry: 5/7/850

Nothing has changed in a month. Alamar's army is unable to pass the final seal. His emissary demands my surrender every day - I wonder when he will grow tired of asking. To deepen my troubles, Alamar has indicated that he has captured the emissary from the other side of the world, Prince Roland, and has sent his own ambassador there. Alamar seems firmly in command of Darkside now, and it doesn't look like he is going to rule very well. There must be something I can do to influence events. I will try to contact the Queen tomorrow.

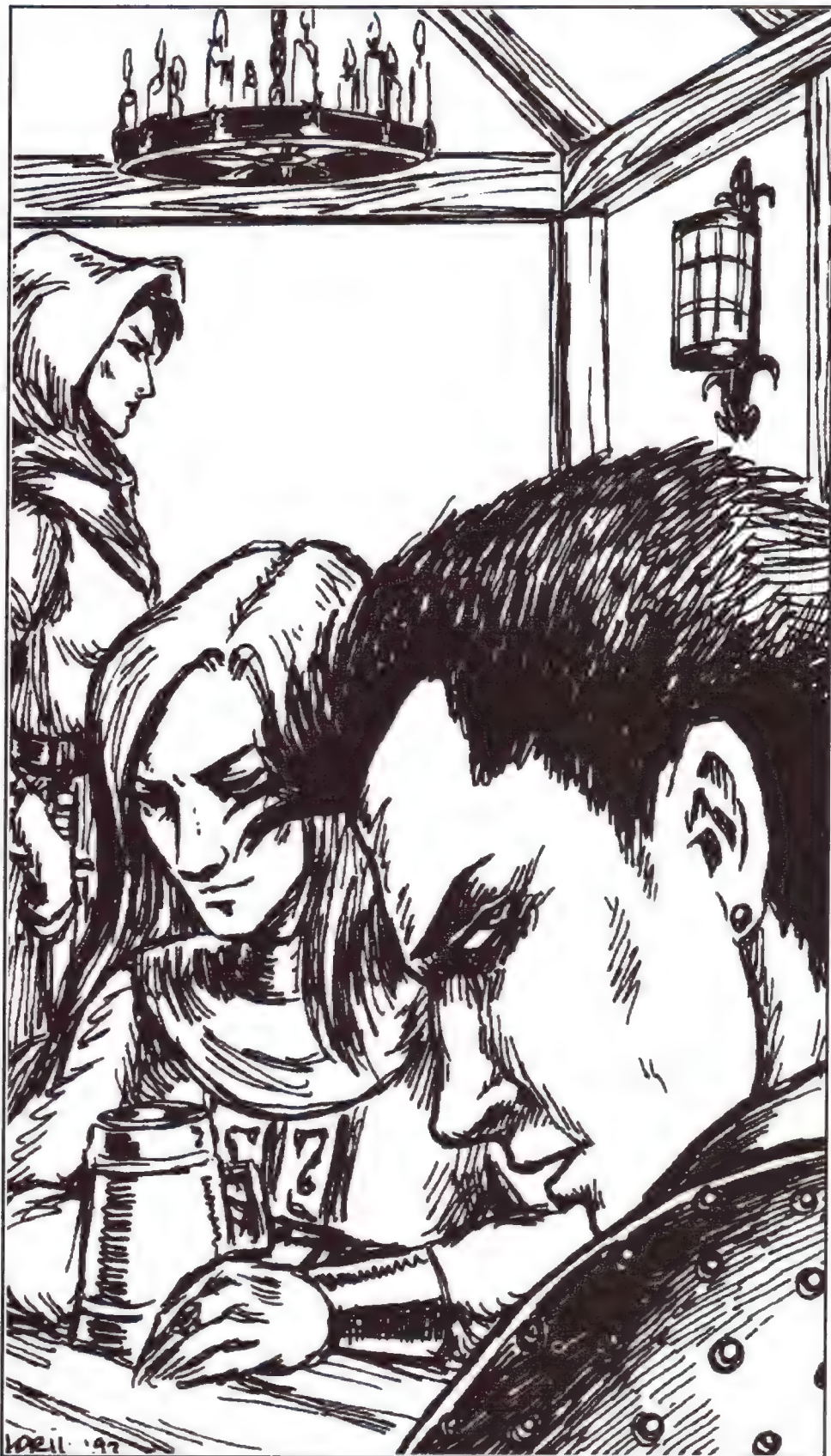
A BEGINNER'S GUIDE TO COMPUTER ROLE-PLAYING

Congratulations on your purchase of World of Xeen. Refer to the Reference Card for instructions on installing the game. When you begin, you will be presented with a choice of playing the game in Warrior mode or Adventuring mode. The game will be less combat intensive in Adventuring mode. Once you make this decision you will be unable to change it until you start a completely new game.

If you are new to the world of computer role-playing game (CPRGs), you'll want to read the rest of this section before you get started. If you just can't wait, you can jump right into the game and use the reference card to help you along.

In Might and Magic: World of Xeen, you (the player) will be represented by six characters in a party. You will begin the game with a set of default characters just outside of the Tavern. The Tavern is the place you go to when you want to rearrange your party, create new characters, get rumor and advice, and buy food. If you want to make your own characters, go to the Tavern. If you are on Darkside, you will find a staircase that leads to the Tavern check-in. If you are on the Clouds side, you will check-in at a desk. The Tavern will tell you what your choices are once you check in. If you want more information on using the Tavern or creating a character, see the section on character creation.

Each character will have a name, profession, and statistics assigned to it that represent its capabilities, such as strength and intelligence. Perhaps the most important statistic for all characters is hit points. Hit points represent how much personal damage a character can withstand before falling unconscious. If your character's hit points fall below zero, he will go unconscious. If the character is hit while unconscious, he will die. A character can start with anywhere from 1 to about 40 hit points. Since the average sword blow will do about 6 hit points, a weak character could fall with only one or two blows.



Might & Magic

Might & Magic World of Xeen™

The next most important statistic is your character's level. As you play the game, your characters will gain experience points through defeating monsters and completing quests. When you have enough experience points, you will become eligible to advance to the next level. When your level increases, your hit points and fighting ability will improve.

While you will spend a lot of time fighting monsters, you will also have time when you are free to explore the land of Xeen. There are many different places to visit, but the places you will frequent the most will be the towns. In the towns you will be able to find shops and services where you can buy better equipment, learn spells, and get healed.

For the beginning player, computer role-playing games can seem confusing at first. We've done our best to make sure World of Xeen is easy to learn and fun to play. Once you get the hang of it, we're sure you will have a lot of fun.

CREATING YOUR CHARACTERS

World of Xeen starts you off with a set of six pre-made characters. These characters have all the equipment and abilities necessary to begin the game, and are just fine to use if you don't want to create your own characters.

Creating a character is easy. Whenever you want to make a character, just go to any Tavern and check in. Once you have checked in, select (C)reate a character to get to the character creation screen.

The character creation screen is where you will make your characters. There are seven numbers in a column next to some mysterious letters. These letters are the statistics for your character, and this is what they mean:

Mgt: Might is a prime statistic for Knights and Paladins. Might affects the damage your character does when you hit a monster. Might also is used to break down doors and lift or destroy certain objects.

Int: Intellect is a prime statistic for Archers, Sorcerors, Druids, and Rangers. This statistic helps determine how many spell points your character will get if you are one of these classes.

Per: Personality is a prime statistic for Clerics, Druids, Rangers, and Paladins. This statistic helps determine how many spell points your character will get if you are one of these classes.

End: Endurance is a prime statistic for Paladins, Barbarians, and Rangers. Endurance helps determine how many hit points your character has.

Might & Magic World of Xeen™

Spd: Speed is a prime statistic for Ninjas and Rangers. Everyone, including monsters, has a speed rating. If your character's speed is higher than the monsters, you will get the first action in combat.

Acy: Accuracy is a prime statistic for Archers and Ninjas. Accuracy helps determine whether or not you hit a monster with a weapon or spell when you attack.

Lck: Luck is the prime statistic for Robbers. Luck improves your chances of surviving a hostile spell or avoiding a trap.

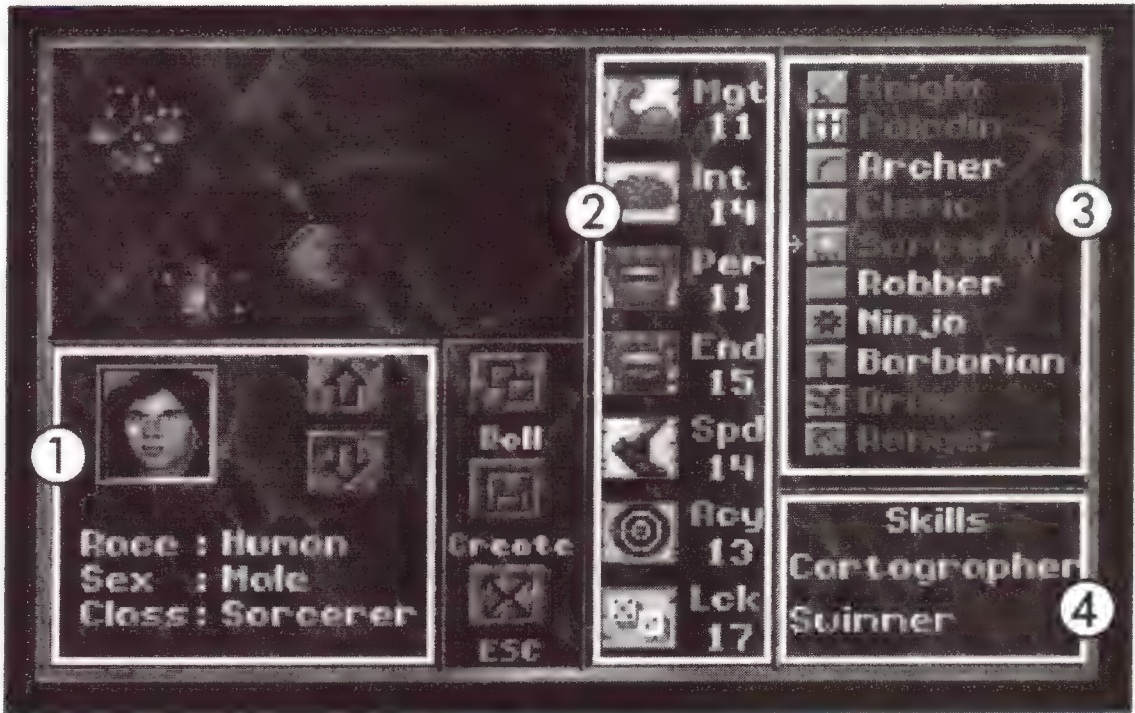
In the bottom left corner of the screen you will see a portrait of your character. If you want a different portrait, use the UP/DOWN arrow keys to change it. The portrait you choose determines the race and sex of your character.

To the right of the numbers is a list of the ten classes of characters. If the prime statistic(s) for one of the classes is high enough, that class will be highlighted, meaning that you could pick that class if you wanted.

If the class you want isn't highlighted, you can either reroll the character or move the statistics around until you get the class you want. To reroll, type R or click on the reroll icon. To swap statistics, type the first letters of the statistics you want to exchange or click on their icons.

Once you are satisfied with your statistics and the class you want is highlighted, use the LEFT/RIGHT arrows and press ENTER, or click on your choice to select your class. Now click on the create icon, or press C on your keyboard. The computer will now ask you to name your character. Press the ESCAPE key if you don't want to make this character, otherwise get creative and type in a name. That's all there is to making a character.





Character Creation Screen

- 1 Character Portrait: Shows the character's portrait, race, sex, and class. The two arrow buttons scroll through the list of available portraits.
- 2 Character Statistics: Displays statistics. To change them, press R or click the Roll icon. To swap statistics, select the icon of the statistics you want to exchange.
- 3 Character Classes: Displays the ten character classes. If your statistics permit your character to be a particular class, that class will be highlighted.
- 4 Skill List: Displays a list of skills that this character would start with if you created it.

CHARACTER CLASSES AND RACES

All characters have a class and a race. Here is an explanation of the ten classes.

Knight: Prime statistic (15 or greater): Might

The Knight is the best fighter in the game. Able to use any kind of weapon or armor, the Knight will dish out more damage than any other character. The Knight starts out with the Arms Master skill and gets more hit points than all classes but the Barbarian. The Knight cannot cast any spells.

Might & Magic World of Xeen™

Paladin: Prime statistic (13 or greater): Might, Personality, Endurance
The Paladin is a good fighter, but not as good as the Knight. The Paladin can use any kind of weapon or armor, but his hit points tend to be lower than the Knight's. The Paladin starts with the Crusader skill and the ability to cast Cleric spells.

Archer: Prime statistic (13 or greater): Intellect, Accuracy
The Archer is as good a fighter as the Paladin. The Archer starts with the ability to cast Sorcerer spells, but is unable to wear armor heavier than chain mail or use a shield. The Archer starts with no secondary skills.

Cleric: Prime statistic (13 or greater): Personality
The Cleric is a fair fighter, but is not allowed to use edged weapons or missile weapons. On the bright side, the Cleric can use splint mail armor or lighter and has twice as many spell points available for casting Cleric spells as the Paladin. The Cleric starts with no secondary skills.

Sorcerer: Prime statistic (13 or greater): Intellect
The Sorcerer is a poor fighter. Sorcerers are only able to wear robes and use staves and daggers. Sorcerer spells are the most destructive in the game, and they have twice as many spell points as the Archer. The Sorcerer starts with the Cartography skill

Robber: Prime statistic (13 or greater): Luck
The Robber is a fair fighter, but is unable to use any armor heavier than chain mail. Robbers can use any one-handed weapon and shield, but cannot cast spells. The Robber begins the game with the Thievery skill.

Ninja: Prime statistic (13 or greater): Speed, Accuracy
The Ninja is a good fighter, but is limited to ring mail or lighter armor and cannot use a shield. Ninjas can use most, but not all, weapons. Two handed weapons are limited to staff and naginata. The Ninja starts with the Thievery skill and is unable to cast spells.

Barbarian: Prime statistic (15 or greater): Endurance
The Barbarian is almost as good a fighter as the Knight, but is unable to wear armor heavier than scale mail. Barbarians can use most shields and all weapons. The Barbarian cannot cast spells and starts with no secondary skills.

Druid: Prime statistic (15 or greater): Intellect, Personality
The Druid is a poor fighter. Druids are only able to use light armor and weapons, but they can cast both Cleric and Sorcerer spells to a limited degree. Druids start the game with the Direction Sense skill and twice as many spell points as Rangers

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Rangers: Prime statistic (12 or greater): Intellect, Personality, Endurance, Speed

The Ranger is a good fighter. Rangers are able to use most weapons and armor and can cast both Cleric and Sorcerer spells to a limited degree. Rangers start the game with the Pathfinder skill.

Below is a chart that shows the specific advantages and disadvantages of the ten classes.

<u>Classes</u>	<u>HP*</u>	<u>Attacks**</u>	<u>Skill</u>	<u>Spells</u>
Knight	10	5	Arms Master	No
Paladin	8	6	Crusader	Yes
Archer	7	6	None	Yes
Cleric	5	7	None	Yes
Sorcerer	4	8	Cartography	Yes
Robber	8	6	Thievery	No
Ninja	7	5	Thievery	No
Barbarian	12	4	None	No
Druid	6	7	Direction Sense	Yes
Ranger	9	6	Pathfinding	Yes

*HP gained per Level.

** Number of Levels to gain an attack.

And here is an explanation of the races:

Humans: What Humans are is pretty obvious. All Humans start with the Swimming skill. Humans have a small resistance to spells.

Elves: Elves are tall, slender people that are unusually well adapted to using magic. Elves are slightly resistant to some spells and make very good

Thieves and Sorcerers. They aren't as tough as the other races, however, and tend to have less hit points.

Dwarves: Dwarves are short and stocky and tough. Dwarves are slightly resistant to most spells, but they are especially resistant to poison. They make fair Robbers and good Knights. Dwarves begin the game with the Spot Secret Doors skill.

Gnomes: Gnomes are smaller than dwarves and not near as tough. Gnomes make good spell casters, but they tend to have less hit points than all other races except Elves. Gnomes begin the game with the Direction Sense skill.

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Half-Orcs: Half-Orcs are a cross between a Human and an Orc. Half-Orcs are the toughest of the races players can choose, but they are also the stupidest. Half-Orcs make excellent Knights and Barbarians, but they are the worst spell casters and Robbers.

Below is a chart that explains the advantages and disadvantages of the five races.

<u>Race</u>	<u>HP Mod</u>	<u>Thievery</u>	<u>SP/Lvl Mod</u>	<u>Skills</u>
Human	0	0	None	Swimming
Elf	-2	10	Src +2	None
Dwarf	1	5	Src/Clrc -1	Spot Secret Doors
Gnome	-1	10	Src/Clrc +1	Danger Sense
Half-Orc	2	-10	Src/Clrc -2	None

The information listed above will be very helpful in creating characters and determining which Races and Classes will make the most effective adventurers. Robbers initially have a Thievery base of 30 plus 2 points per level. Ninjas initially have a Thievery base of 15 and gain 2 points per level.

REVIEWING AND ASSEMBLING YOUR PARTY

Once you have created your character, you have to put them in your party. If you are just starting the game and have created a custom set of characters, you will need to remove the old characters. Just hit the R key and type the function key of the character you want to remove (the first character on the left is number one) or click on the remove icon and click on the portrait of the character you want to remove.

You can only have six characters in your party at any time. You can have some, none, or all the default characters in the party. It's up to you. To add a character to your party, click on the face of the character or press a number key (1-4). The character will take the next available slot in your party. If you don't see the portrait of the character that you wish to add, use the UP/DOWN ARROW KEYS to find it. Don't worry if you select the wrong character - just remove that character as directed above.

Might & Magic World of Xeen™

If you want to look at a character in your party before you leave the Tavern, just select the function number of the character you wish to view. The leftmost portrait is F1, the second is F2, and so on. Doing this will bring up a full list of all the character's abilities and equipment.

Finally, if you make a mistake and create a character you don't want, you can delete it. Press the D key and the number (1-4) of the character that you want to delete, or click on the delete icon and the portrait of the character you want to get rid of. Remember that any character deleted like this is gone forever, including any equipment the character had in his pack as well.

Once you are satisfied with your party, hit the ESC key to begin your adventures!



Adventuring Screen

- 1 Display Window: This is where the action of the game takes place. All monsters, objects, and scenery appear here.
- 2 View Window: Displays the overhead view of the area you are in if you have the Wizard Eye spell or the Cartography skill. Click on the View Window or press the = key to switch between the View Window and the automap.
- 3 Options Icons: Clicking on these icons or pressing their keyboard equivalents will activate them. For a complete description, see the Adventuring topic.

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- 4 Character Portraits: Displays the portraits of your characters. Clicking on a character portrait or pressing a function key will bring up the character screen.
- 5 Direction Icons: Click on these icons to move around. You can also use the arrow keys on your keyboard to move.

ADVENTURING

The game screen has five parts to it. They are the Display Window, the View Window, the Option icons, the Character Portraits, and the Direction icons. here is an explanation of each:

Display Window: The Display window is where you see all of the action of the game take place. At the edges of the screen are several “party’s little helpers”. Each of these gargoyles will move in some way when activated to let you know that something is happening. The gargoyle with the wings on the left side of the screen flaps when the Levitate spell is on. The gargoyle on the right side of the screen waves its arm when you are in front of a thin wall and have the Secret Doors skill. The bat on top of the screen will move its mouth when monsters can see you and one of your characters has the Danger Sense skill.

The two gargoyle heads on the left and right of the Display window will shake and nod their head every time you are confronted with a yes/no or “who will” question and you have the Clairvoyance spell active. If answer the yes/no question will get you treasure and there is no trap, both of the heads will nod. If there is treasure and there is a trap, one of the heads will nod and the other will shake its head. If there is no trap with no treasure, both will shake their heads.

There are also four small gems in the corners of the Display window a large gem on the bottom of the display. The corner gems will turn green if you have certain protection spells active. The upper left is for fire, the upper right is for electricity, the bottom left is for cold, and the bottom right is for poison. The center gem can be clicked on to bring up the control panel. See the section on the control panel for more information on that subject.

View Window: If you don’t have the Cartography skill or the Wizard Eye spell, the Might and Magic logo will be displayed here. If you have the Cartography skill, and click on the logo, you will see a miniature version of the full automap displayed. If you have the Wizard Eye spell active, you will see a map of the area around you, including places you haven’t been to yet.



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You will be able to toggle between your automap (showing only the places you have been to) and the Wizard Eue spell by clicking on the automap or pressing the = key.

Option Icons: These are nine icons just below the View window. These icons will be available for you to click on during normal adventuring, or you can use their keyboard equivalents. Here is a list of what they can do:

 **Shoot (S):** All party members equipped with a missile weapon fire in the direction the party is facing.

 **Cast (C):** Brings up the Cast Spell window. Click on this icon again or type C to cast the readied spell of the spell caster selected. You can change the selected character by clicking on the portrait of the one you want or selecting his function key. You can change the readied spell by clicking on the 'new' button or pressing the N key. This will bring up a list of spells available to the selected character. Click on the spell you want to cast or use the arrow keys to select it and press ENTER. The spell is now ready to be cast.

 **Rest (R):** Restores the party's hit points and spell points provided there is at least one unit of food for every member of the party. Resting will turn off most active spells and advance the time by eight hours. Resting where monsters can see you is hazardous to your health.

 **Bash (B):** This command is used when you want to try to break down a locked door or break through a thin wall. The Might of your first two conscious characters is combined and tested against the strength of the door or wall. If yours is higher, the obstacle will bash in. Your characters will take a small amount of damage for doing this.

 **Dismiss (D):** Sends a party member back to the Tavern in Castlevue or Vertigo. At least one character must remain in the party.

 **View Quests (V):** Displays the Quest window. See the section on Quests, Items, and Notes for more information.

 **Automap (M):** Displays the map of the area you are currently in. The automap records all the places you have been since you got the Cartography skill.

 **Information (I):** Displays the Game Information windows. This windows lists the time, date, year, and day of the week. It also shows which spells the party has active, such as Light or Protection From Fire.

 **Quick Reference (Q):** Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.

IMPORTANT:

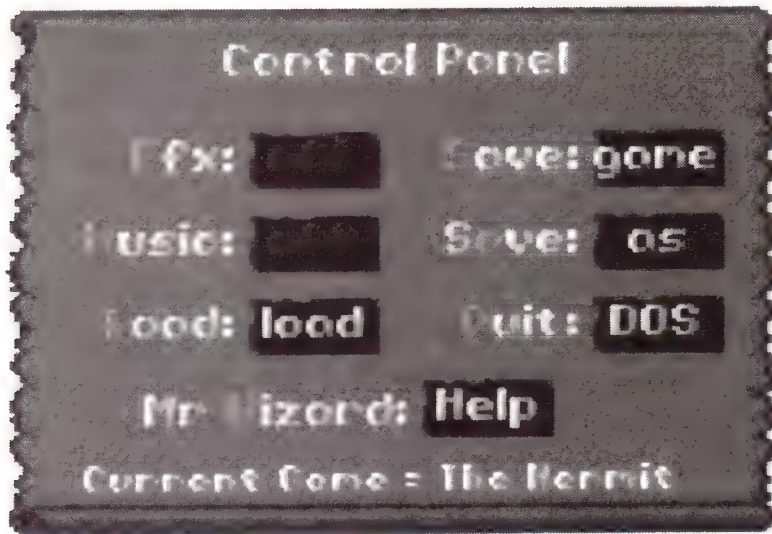
Press the space bar or click on the display window with an object. You must be in the same square as the object.

Character Portraits: The character portraits show pictures of all the characters in the party. You can tell at a glance the current condition of your characters. If they look like they are asleep, they are probably unconscious or asleep. If they look sick, they are probably poisoned or diseased. Each character has a gem below his portrait. This gem will be green if the character is at full hit points. The gem will be yellow if the character is below maximum, red if the character has 25% or less of his hit points left, and blue if the character has zero or less. If the character's hit points have magically increased beyond his maximum, the gem will be silver.

If you click on a character portrait or select a character's function key (the first character on the left uses function key F1), you will see a detailed list of the character's statistics. You can find more information about this screen in the Character Screen section.

Direction icons: The direction icons are in the bottom right corner of the screen. If you are using the mouse to get around, click on these to move. The curved arrows will make your party stand still and turn 90° in the direction indicated. The side arrows will make you slide left or right without changing your facing. The direction arrows on the keyboard work the same way. To slide left or right with the keyboard, you must hold the CONTROL key down while you press the LEFT or RIGHT arrow.

CONTROL PANEL



Control Panel

If you press the TAB key or click on the big gem in the middle of the Display Window, you will bring up the Control Panel window. Here is a list of the functions available in the Control Panel:

Effects (E): Turns the sounds effects on and off.

Music (M): Turns the music on and off.

Load (L): Allows you to load a previously saved game.

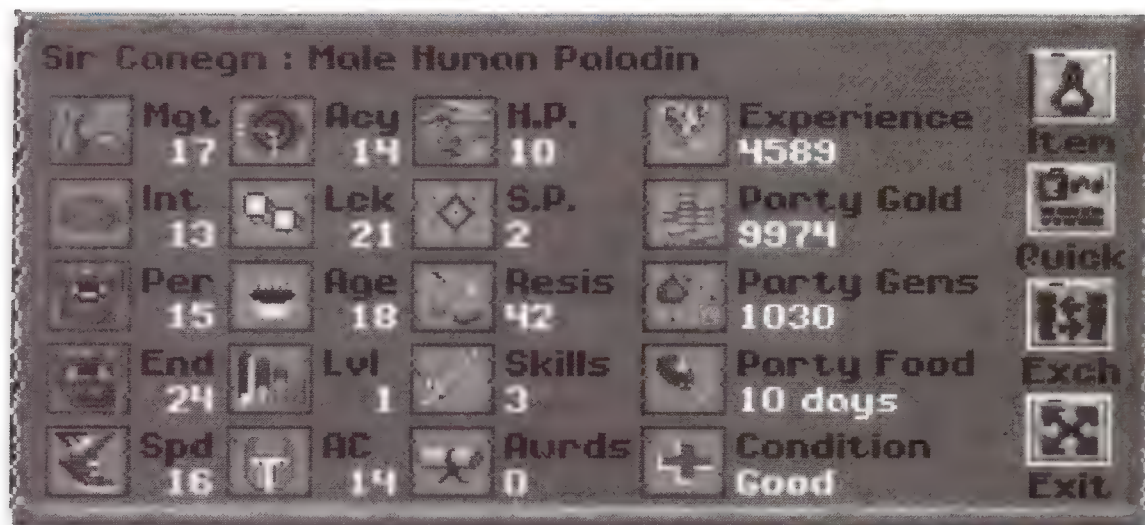
Save (S): Allows you to save the game in its current location. Your game is also automatically saved whenever you enter a tavern.

Save As (A): Allows you to save the current game in its present location in a different name.

Quit (Q): Quits the game and exits to DOS.

Help (W): This lets you beg Mr. Wizard to teleport your party to safety. He will take all the gems the party has on hand and return the party to Castlevue or Vertigo. Think carefully before you use this.

CHARACTER SCREEN



Character Screen

If you click on a character portrait or select the function key of a character, you will find yourself in the Character Screen. Here you will see an icon for each of your character's statistics. Might, Endurance, Speed, Accuracy, Personality, Intelligence, and Luck have already been explained. Clicking on these icons will tell you what your current and maximum scores are as well as assigning a rating to your statistic. The other statistics are listed below:

Age: Every character begins the game at age 18. Clicking on this icon will show you your character's birthday, his natural age, and his current age. It is possible for a character to be older than his natural age through magical attacks. As your character grows older, some of his statistics will decline.

Level: Shows your character's current level, maximum level, and the number of attacks per round your character receives.

AC: Shows your character's current and maximum armor class. The higher this number, the harder it is to hit your character.

HP: Shows your character's current and maximum hit points.

SP: Shows your character's current and maximum spell points.

Resist: Shows your character's current resistances to spells and elemental attacks. The higher the number, the better the protection. A 100 does not mean immunity from an attack, but will reduce the damage your character takes from that attack considerably.



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Skills: Gives a list of the skills your character has accumulated.



Awards: Gives a list of awards your character has accumulated.



Experience: Shows your current experience points and the number of experience points your character will need for the next level.



Party Gold: Shows how much gold your party has on hand and how much it has in the bank.



Party Gems: Shows how many gems your party has on hand and how many it has in the bank.



Party Food: Shows how many units of food your characters have and how many days that it will last.



Condition: Gives a list of any adverse conditions your character might have and any active protection spells.



Items: Selecting this option brings up the Inventory screen.



Quick Reference (Q): Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.



Exchange (E): Selecting this option exchanges the position of the character you are viewing with the position of the character you select (F1-F6).

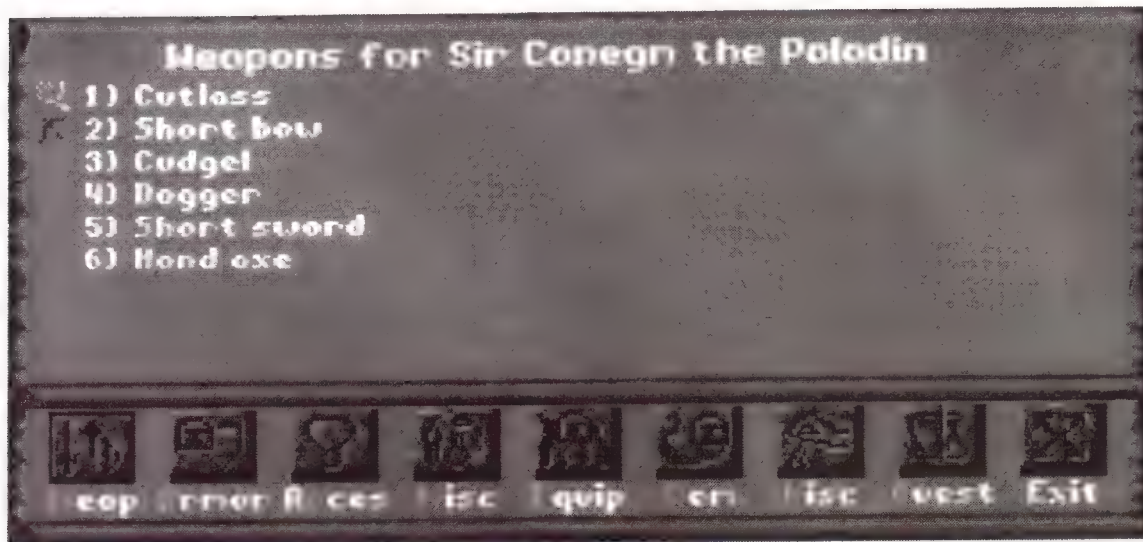


Exit (ESC): Brings you back to the Adventure screen.

QUESTS, ITEMS, AND NOTES

If you select the View Quests window from the adventuring screen, you will be presented with 3 choices: Quests, Notes, and Items. Selecting quests will display all of the quests the party is currently involved in. Selecting notes will display all the significant messages the party has encountered. Selecting items will display all of the items the party has that are necessary to complete the game.

INVENTORY SCREEN



Inventory Screen

If you select the inventory screen a list of all the weapons the character has in his backpack will appear. Here is a list of your option in the inventory screen:

Equip (E): Readies a weapon, item, or armor for use. You must equip an item before it will work. You will not be able to equip an item that your character's class cannot use. You also cannot equip three swords or eleven rings, etc.

Remove (R): Unequips an item from your character.

Discard (D): Eliminates an item from your inventory. If you use this command, you will lose this item for good.

Weapon (W): Presents the weapons inventory.

Armor (A): Presents the armor inventory.

Accessories (C): Presents the accessories inventory.





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Miscellaneous (M): Presents the miscellaneous items inventory.

Quests (Q): Presents the quest items inventory.

Use (U): If an item has some sort of special use or can cast a spell, you can use it with this command.

SECONDARY SKILLS

Secondary skills are additional abilities your characters learn during the game. The skills do many different things ranging from improving your ability to hit to letting you detect secret doors. Not all of your characters will start with secondary skills, but any character can learn as many as they can find during the game (Except Thievery - only Ninjas and Thieves may ever have Thievery).

Here are a few of the skills you can find:

Thievery: This skill lets you pick locks on chests and doors. This is the only skill that has a rating. The higher the skill, the better your chance of success.

Swimmer: This skill allows your character to swim in water as long as you are close to land. All characters in the party must have this skill for it to work.

Pathfinder: This skill allows you to move through a dense forest. At least two characters must have this skill for it to work.

Mountaineer: Allows you to move over mountains. At least two characters must have this skill for it to work.

Cartographer: Enables the automapping feature. Only one character needs to have this skill before it will work.

Direction Sense: This skill makes the large gem in the center of the adventure screen display your facing. It will also print an arrow that points in the direction the party is facing in the automap.

Spot Secret Doors: Causes a gargoyle on the adventuring screen to wave its arm when the party approaches a thin wall.

Danger Sense: This skill causes the bat at the top of the adventuring screen to animate when monsters can see your party.

Arms Master: This skill increases your chance to hit during combat. The amount of the increase is directly related to the level of the character.

Crusader: Allows entrance to certain areas of the game. All party members who wish to enter these areas must possess this skill.

COMBAT

As you adventure, you will encounter lots of monsters who you will need to defeat. If you begin fighting with some monsters, the combat icons will replace the normal adventuring icons. Here is a list of these new icons, reading from top left to bottom right:

 **Quick Fight (F):** Battles the opponent (s) using the current Quick Fight option settings. Holding down the mouse button while the point is on the Quick Fight icon will rapidly run through the party's attacks.

 **Cast (C):** Same as in adventuring mode.

 **Attack (A):** Attacks the targeted opponent with whatever weapon the character has equipped.

 **Use (U):** Brings up the character's inventory window, where he can equip, remove, or use an item.

 **Run (R):** If successful, the character will run to a safe location nearby and rejoin the party after the battle.

 **Block (B):** Directs your character to try to block the next attack against him.

 **Quick Fight Option (O):** Sets your quick fight option. You can direct a party member to attack, cast a readied spell, block, or run when the quick fight option is selected.

 **Information (I):** Same as in adventuring mode.

 **Quick Reference Mode (Q):** Same as in adventuring mode.

When the fight begins, your fastest character will be highlighted. You will have the opportunity to select any of the options listed above by clicking on their icons or pressing their keyboard equivalents. After you have finished selecting the option for the highlighted character, a different character will become highlight.

Whenever you hit a monster, a red splat will appear briefly on the screen. The bigger the splat, the more damage you did to the monster. If you used a spell or an item that does a different kind of damage, the splat may appear as a fire burst, or an electrical charge, or something else.

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If there is more than one monster, you can choose which monster you want a character to fight by pressing 1, 2, or 3. This will highlight the name of the monster, letting you know which monster is targeted.

Note that it is possible to trade and equip weapons and armor during combat. Occasionally the need to exchange items between players will arise when faced with adversaries who cannot be harmed by the weapons they are currently equipped with. To accomplish this during combat, simply press the character's function key or click on the character's portrait to call up the Character Screen. Then select the Items option to bring up the Inventory Screen. It is possible to have both a missile weapon and a melee weapon equipped at the same time.



SPELLS

Clerics, Druids, Sorcerers, Paladins, Rangers, and Archers are able to cast spells. The most powerful spell casters are Sorcerers and Clerics. Druids are next, then Paladins, Archers, and Rangers.

All spell require spell points to cast, and some require gems as well. A character's spell points are partly determined by one of their statistics: Intellect for Sorcerers and Archers, Personality for Clerics and Paladins. Druids and Rangers use both Intellect and Personality to determine spell points. The other factor that determines spell points is the level of the character.

There are two kinds of spells: Cleric and Sorcerer. Most Cleric spells involve healing and protection. Most Sorcerer spells are offensive or utilitarian. Sorcerers and Archers may only cast Sorcerer spells. Clerics and Paladins may only cast Cleric spells. Druids and Rangers may cast both to a limited degree.

Many spells that increase statistics or change your environment, such as Bless or Light, have a limited duration. Such spells will expire when your party rests or with the coming of dawn. You can get the most out of these spells by casting them just after dawn, thus maximizing their duration.



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CLERIC SPELLS

Acid Spray

Cost: 8 Spell Points

Object: All Visible Monsters

Caster sprays a fine acid mist on all the monsters in front of him, inflicting 15 points of Poison damage on each monster.

Awaken

Cost: 1 Spell Point

Object: Party

Pulls all sleeping party members from their slumber, canceling the SLEEP condition.

Beast Master

Cost: 5 Spell Points and 2 Gems

Object: 1 Group of Animals

Hypnotizes a group of animals into stillness until they overcome the spell.

Bless

Cost: 2 Spell Points per Level & 1 Gem

Object: 1 Party Member

Improves the armor class of a character by 1 per level of the caster.

Cold Ray

Cost: 2 Spell Points per Level & 4 Gems

Object: All visible monsters

A cone of absolute zero springs from the caster's hand momentarily, inflicting 2-4 points of Cold damage per level of the caster on all visible monsters.

Create Food

Cost: 20 Spell Points and 5 Gems

Object: Party

Creates one unit of food for each living party member.

Cure Disease

Cost: 10 Spell Points

Object: 1 Party Member

Removes the DISEASED condition from a character.

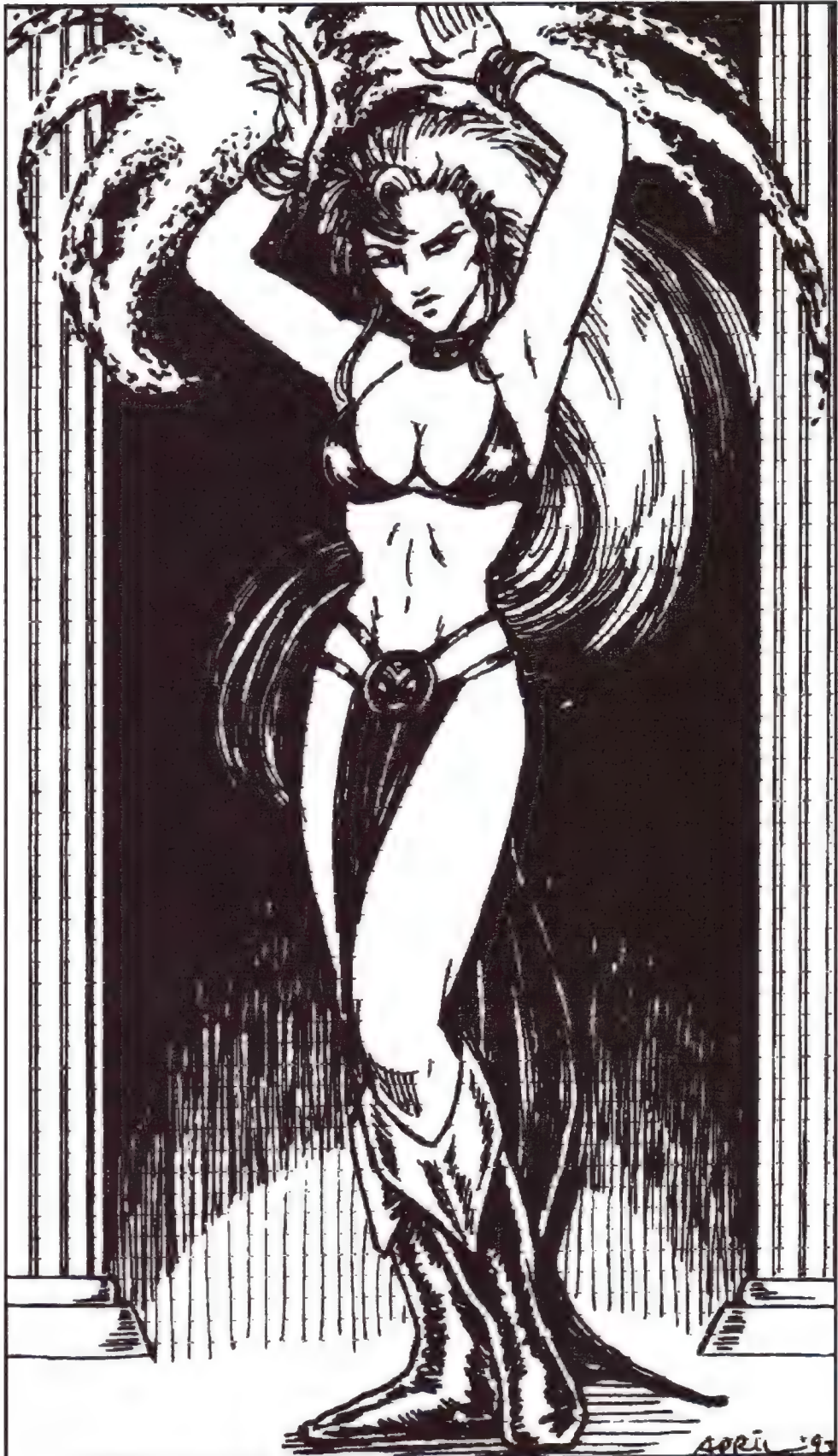
Cure Paralysis

Cost: 12 Spell Points

Object: 1 Party Member

Removes the PARALYZED condition from a character.





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Cure Poison

Cost: 8 Spell Points

Object: 1 Party Member

Removes the POISONED condition from a character.

Cure Wounds

Cost: 3 Spell Points

Object: 1 Party Member

Magically cures one character of 15 points of damage.

Day of Protection

Cost: 75 Spell Points and 10 Gems

Object: Party

Simultaneously casts Light, Protection from all elements, Heroism, Holy Bonus, and Bless for the bargain basement price of 75 spell points.

Deadly Swarm

Cost: 12 Spell Points

Object: Group

Surrounds a group of monsters with biting, stinging, burrowing, gouging, and chewing insects, inflicting 40 points of Physical damage on each monster.

Divine Intervention

Cost: 200 Spell Points and 20 Gems

Object: Party

Heals the entire party of all damage short of ERADICATION.

Fiery Flail

Cost: 25 Spell Points and 5 Gems

Object: 1 Monster

Caster fires a jet of flame at one monster, inflicting 100 points of Fire damage

First Aid

Cost: 1 Spell Point

Object: 1 Party Member

Magically cures light battle wounds and scrapes, restoring 6 hit points to an injured Party Member.

Flying Fist

Cost: 2 Spell Points

Object: 1 Monster

Deals a light blow to a monster, inflicting 6 points of Physical Damage.

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Frostbite

Cost: 7 Spell Points

Object: 1 Monster

Draws the body heat out of a monster, inflicting 35 points of Cold damage.

Heroism

Cost: 2 Spell Points per Level & 3 Gems

Object: 1 Party Member

Increases the temporary level of a character by 1 per level of the caster.

Holy Bonus

Cost: 2 Spell Points per Level & 1 Gem

Object: 1 Party Member

Increases the damage inflicted by a character when fighting by 1 point per level of the caster.

Holy Word

Cost: 100 Spell Points and 20 Gems

Object: 1 Group of Undead

Completely removes the animating magic of the Undead, returning them to the dust from whence they came.

Hypnotize

Cost: 15 Spell Points and 4 Gems

Object: Group

Like Beast Master, this spell hypnotizes a group of monsters into stillness until they overcome the spell, except that it works on monsters rather than animals.

Light

Cost: 1 Spell Point

Object: Party

Fills a dungeon with a steady, soft light until the party rests.

Mass Distortion

Cost: 75 Spell Points and 10 Gems

Object: Group

Increases the weight of your opponents, effectively removing half their hit points.

Moon Ray

Cost: 60 Spell Points and 10 Gems

Object: All Visible Monsters and Party

Inflicts 30 points of Energy damage to each monster in sight and cures each party member of 30 points of damage.



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Nature's Cure

Cost: 6 Spell Points

Object: 1 Party Member

Heals a character of 25 points of damage.

Pain

Cost: 4 Spell Points

Object: Group

Stimulates the pain centers of your opponent's brains, inflicting 8 points of Physical damage.

Power Cure

Cost: 2 Spell Points per Level & 3 Gems

Object: 1 Party Member

Heals a character of 2-12 points of damage per level of the caster.

Protection From Elements

Cost: 1 Spell Point per Level & 1 Gem

Object: Party

Reduces the damage the party receives from the elements. The caster can choose which element this applies to when the spell is cast.

Raise Dead

Cost: 50 Spell Points and 10 Gems

Object: 1 Party Member

Removes the DEAD condition from a character

Resurrection

Cost: 125 Spell Points and 20 Gems

Object: 1 Party Member

Removes the ERADICATED condition from a character.

Revitalize

Cost: 2 Spell Points

Object: 1 Party Member

Removes the WEAK condition from a character.

Sparks

Cost: 1 Spell Point per Level & 1 Gem

Object: Group

Envelops the monsters in an electrically charged gas cloud, inflicting 2 points of Electrical damage per level of the caster.



Might & Magic World of Xeen™

Stone to Flesh

Cost: 35 Spell Points and 5 Gems

Object: Removes the STONED condition from a character

Sun Ray

Cost: 150 Spell Points and 20 Gems

Object: All Visible Monsters

Shines the intensified light of the sun into all monsters in front of the caster, inflicting 200 points of Energy damage on each monster.

Suppress Disease

Cost: 5 Spell Points

Object: 1 Party Member

Slows the effect of disease on a character, but does not remove the DISEASED condition.

Suppress Poison

Cost: 4 Spell Points

Object: 1 Party Member

Slows the effect of poison on a character, but does not remove the POISONED condition.

Town Portal

Cost: 30 Spell Points and 5 Gems

Object: Party

Teleports the party to the town of your choice.

Turn Undead

Cost: 5 Spell Points and 2 Gems

Object: 1 Group of Undead

Weakens the evil magic that animates the Undead, inflicting 25 points of damage.

Walk on Water

Cost: 7 Spell Points

Object: Party

Allows the party to walk over both shallow and deep water.



SORCERER SPELLS

Awaken

Cost: 1 Spell Point

Object: Party

Pulls all sleeping party members from their slumber, canceling the SLEEP condition.

Clairvoyance

Cost: 5 Spell Points and 2 Gems

Object: Party

Causes the two gargoyle heads on the screen to animate and give advice for certain yes/no decisions, usually chests.

Dancing Sword

Cost: 3 Spell Points per Level & 10 Gems

Object: Group

Similar to Shrapmetal, the dancing sword spell creates hundreds of razor sharp blades that strip the flesh from your foes. Dancing Sword inflicts 6-14 points of Physical damage per level of the caster,

Day of Sorcery

Cost: 40 Spell Points and 10 Gems

Object: Party

This spell is a super saver plan that simultaneously casts Light, Levitate, Wizard Eye, Clairvoyance, and Power Shield on all party members.

Detect Monster

Cost: 6 Spell Points

Object: Party

Shows the location of all the monsters near the party.

Dragon Sleep

Cost: 10 Spell Points and 4 Gems

Object: 1 dragon

Puts a dragon to sleep, much the same way a sleep spell puts humans to sleep.

Elemental Storm

Cost: 100 Spell Points and 10 Gems

Object: All Visible Monsters

Pounds all the monsters in front of the party with a storm of magical energy, inflicting 150 points of a random damage type to each monster.

Enchant Item

Cost: 30 Spell Points and 20 Gems

Object: 1 Item

Bestows magical power to an item that has none. The more powerful the caster, the better the chance for a powerful item.

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Energy Blast

Cost: 1 Spell Point per level & 1 Gem

Object: 1 Monster

A bolt of energy is fired from the caster's clenched fist, inflicting 2-6 points of Energy damage per level of the caster.

Etherealize

Cost: 30 Spell Points and 10 Gems

Object: Party

Moves the party one square forward, regardless of barriers. This spell may succeed in areas where the teleport spell fails.

Fantastic Freeze

Cost: 15 Spell Points and 5 Gems

Object: Group

Reduces the temperature of the air around a group of monsters to absolute zero for a moment, inflicting 40 points of Cold damage on each monster.

Finger of Death

Cost: 10 Spell Points and 4 Gems

Object: Group

Bloodlessly slays the opponents the caster points to.

Fire Ball

Cost: 2 Spell Points per Level & 2 Gems

Object: Group

Sets off a fiery explosion within a group of monsters, inflicting 3-7 points of Fire damage per level of the caster.

Golem Stopper

Cost: 20 Spell Points and 10 Gems

Object: 1 Golem

Golem Stopper deprives a golem of the magic that animates it, inflicting 100 points of damage.

Identify Monster

Cost: 5 Spell Points

Object: Group

Reveals the condition of the monsters the party is fighting.

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Implosion

Cost: 100 Spell Points and 20 Gems

Object: 1 Monster

The ultimate in monster killing, Implosion concentrates local gravity inside the targeted monster, annihilating all but the most powerful opponents. Implosion inflicts 1000 points of Energy Damage.

Incinerate

Cost: 35 Spell Points and 10 Gems

Object: 1 Monster

Shoots a stream of fire at one monster, inflicting 250 points of Fire damage.

Inferno

Cost: 75 Spell Points and 10 Gems

Object: Group

Engulfs one group of monsters in magical fire, inflicting 250 points of Fire damage on one group.

Insect Spray

Cost: 5 Spell Points and 1 Gem

Object: Group

Coats a group of monsters with a poison specially designed to kill insects.

Item to Gold

Cost: 20 Spell Points and 10 Gems

Object: 1 Item

Converts an item into an amount of gold pieces equal to the value of the item (Merchant skill not included).

Jump

Cost: 4 Spell Points

Object: Party

Puts enough strength into the legs of the party to jump over one square, provided there are no walls of matter or magic. This spell cannot be used in combat.

Levitate

Cost: 5 Spell Points

Object: Party

Imparts weightlessness to the party members, preventing them from falling into pit traps, quagmires, through the clouds, etc.

Light

Cost: 1 Spell Point

Object: Party

Fills a dungeon with a steady, soft light until the party rests.

Might & Magic World of Xeen™

Lightning Bolt

Cost: 2 Spell Points per Level & 2 Gems

Object: Group

Lightning flashes from the caster's hand, electrocuting monsters for 4-6 points of damage per level of the caster.

Lloyd's Beacon

Cost: 6 Spell Points & 2 Gems

Object: Party

This spell allows you to magically return to a place you have already been. Cast the spell once to set the beacon, and again when you wish to return. Each party member may have their own beacon.

Magic Arrow

Cost: 2 Spell Points

Object: 1 Monster

Fires a magical bolt at one opponent, inflicting 8 points of Magical damage.

Mega Volts

Cost: 40 Spell Points and 10 Gems

Object: Group

Mega Volts is an improved version of Lightning Bolt, inflicting 150 points of Electrical damage on a group of monsters.

Poison Volley

Cost: 25 Spell Points and 10 Gems

Object: All visible monsters

Fires 6 poison arrows into each square in front of the party. The arrows do 10 points of Poison damage each.

Power Shield

Cost: 2 Spell Points per Level & 2 Gems

Object: Party Member

Reduces the damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light

Cost: 60 Spell Points and 10 Gems

Object: All Visible Monsters

Mysterious light springs from the caster's palm, inflicting 80 points of a random damage type.

Recharge Item

Cost: 15 Spell Points and 10 Gems

Object: 1 item

Restores 1-6 charges to an item that has at least one charge remaining. There is a slight risk the spell will destroy the item.

Might & Magic World of Xeen™

Shrapmetal

Cost: 1 Spell Point per Level & 1 Gem

Object: Group

Sprays a group of monsters with sharp metal fragments, inflicting 2 points of Physical damage per level of the caster.

Sleep

Cost: 3 Spell Points and 1 Gem

Object: Group

Puts a group of monsters to sleep until they overcome the spell or are damaged.

Star Burst

Cost: 200 Spell Points and 20 Gems

Object: All Visible Monsters

Includes all monsters in front of the party in a massive explosion, inflicting 500 points of Physical damage on each monster.

Super Shelter

Cost: 15 Spell Points and 5 Gems

Object: Party

Hides the party from the monsters in unsafe places, permitting them to rest without incident.

Teleport

Cost: 10 Spell Points

Object: Party

Moves the party up to 9 squares in the direction the party is facing, regardless of obstacles.

Time Distortion

Cost: 8 Spell Points

Object: Party

Warps time, giving the party just enough time to run away from a combat.

Toxic Cloud

Cost: 4 Spell Points and 1 Gem

Object: Group

Surrounds a group of monsters with noxious gases, inflicting 10 points of Poison damage.

Wizard Eye

Cost: 5 Spell Points and 2 Gems

Object: Party

Wizard Eye gives the party a bird's-eye view of their surroundings. The view will appear in the upper right corner of the game screen.

THE LEGEND OF THE UNIFICATION

Many centuries ago, the Ancients created Xeen and a thousand worlds like her. The Ancients scattered these worlds like seeds among the stars, spreading their people across the universe. Though the depth of variety among these worlds was astonishing, each one had a common goal: to reach and orbit its chosen start and achieve its full destiny. This process is called the Unification.

Each of these worlds has its own Guardian to watch over it and ensure the fulfillment of that world's destiny. The journey of a world through the jungle of stars is both complex and dangerous, and a world without a Guardian is a world without defenses.

When the time is right and the moons are aligned, the Guardian of Xeen will send messengers throughout both Lands to announce the upcoming Unification. The Guardian will open the pyramids to travelers who wish to journey from one side of the world to the other. The peoples of Xeen, long separated from one another by the impenetrable barriers of the natural world, will at last begin to meet and trade. Preparations for the upcoming Unification will be made and the people will feast and dance with joy. The Guardian will honor some with the chance to awaken the Four Slumbering Servants for the ceremony. There is one servant of Fire, one of Air, one of Water, and one of Earth.

The rulers of the two sides of Xeen will send ambassadors to each other's courts for the first time ever. When the time is right, Darkstone Tower will be opened and the seal to its Cloud breached. There, in a beautiful ceremony in the observatory atop the Cloud, the rulers will lay the Scepter and the Cube upon the Altar of Joining. A great magic shall take hold of Xeen then, and with much noise and light the two sides will join together as one, and never the twain shall split.

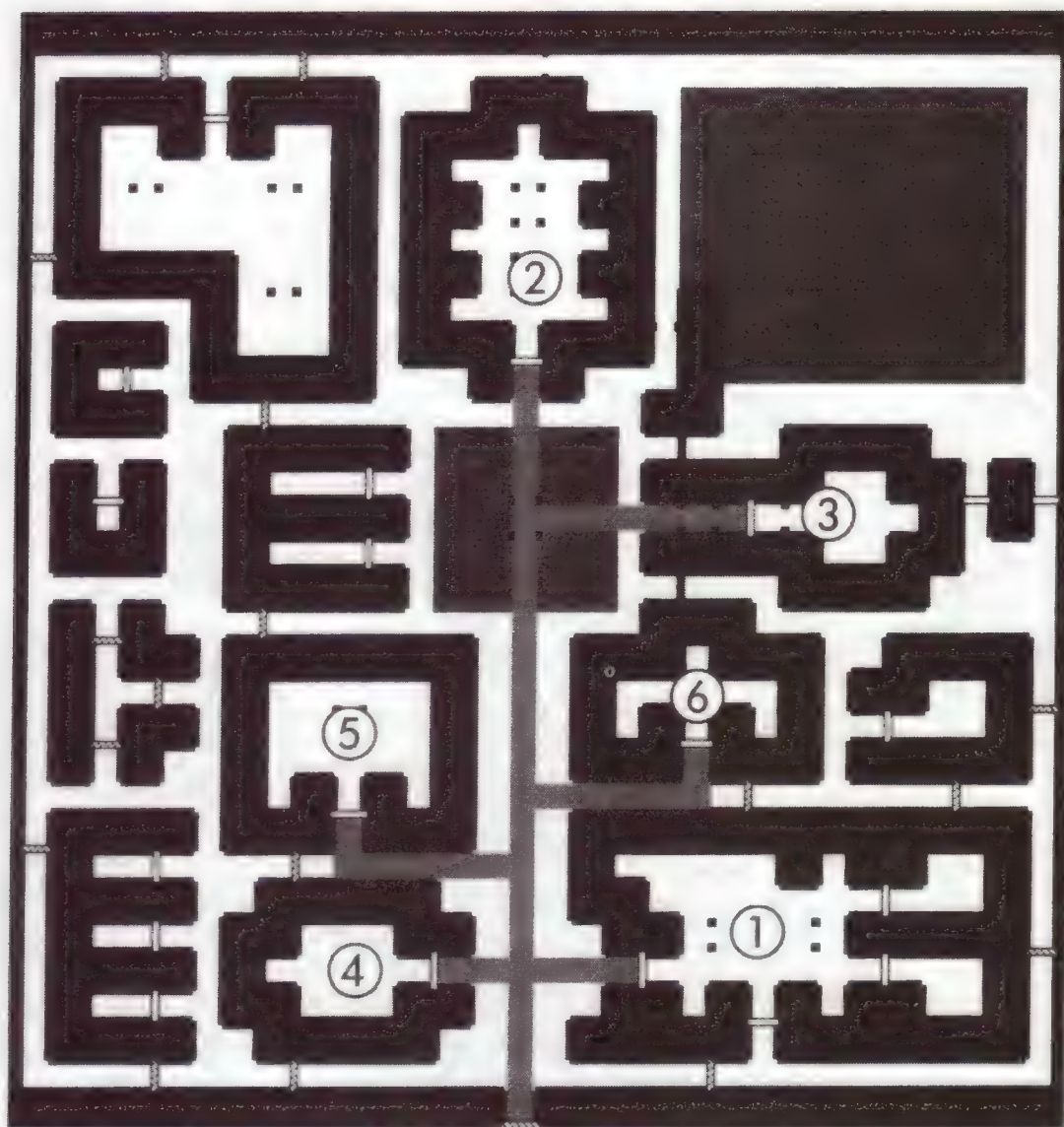
IMPORTANT PLACES IN CLOUDS OF XEEN

Throughout the Clouds of Xeen, you will come across some places that you need to know about. This map of Vertigo is marked with areas you should look for:

1. **Taverns:** You can create, delete, add, and remove characters in your party here. You can also pick up rumors and buy food.
2. **Temples:** Your characters may be healed here of whatever ails them - for a price. You can also receive blessings from the Clerics if you donate enough money to the temple.
3. **Banks:** You can safely store your money and gems here. You will get interest on both money and gems that you deposit.
4. **Blacksmith:** Here is where you can buy and sell equipment. You can also get equipment fixed or uncursed.
5. **Training Grounds:** This is where you pay to increase levels, provided you have enough experience.
6. **Guilds:** If you are a member of the guild, you may buy spells and review information about them here.

Might & Magic World of Xeen™

TOWN OF VERTIGO



Might & Magic

Pillars



Grass



Roads



Doors



Open Doors



Grates



Walls



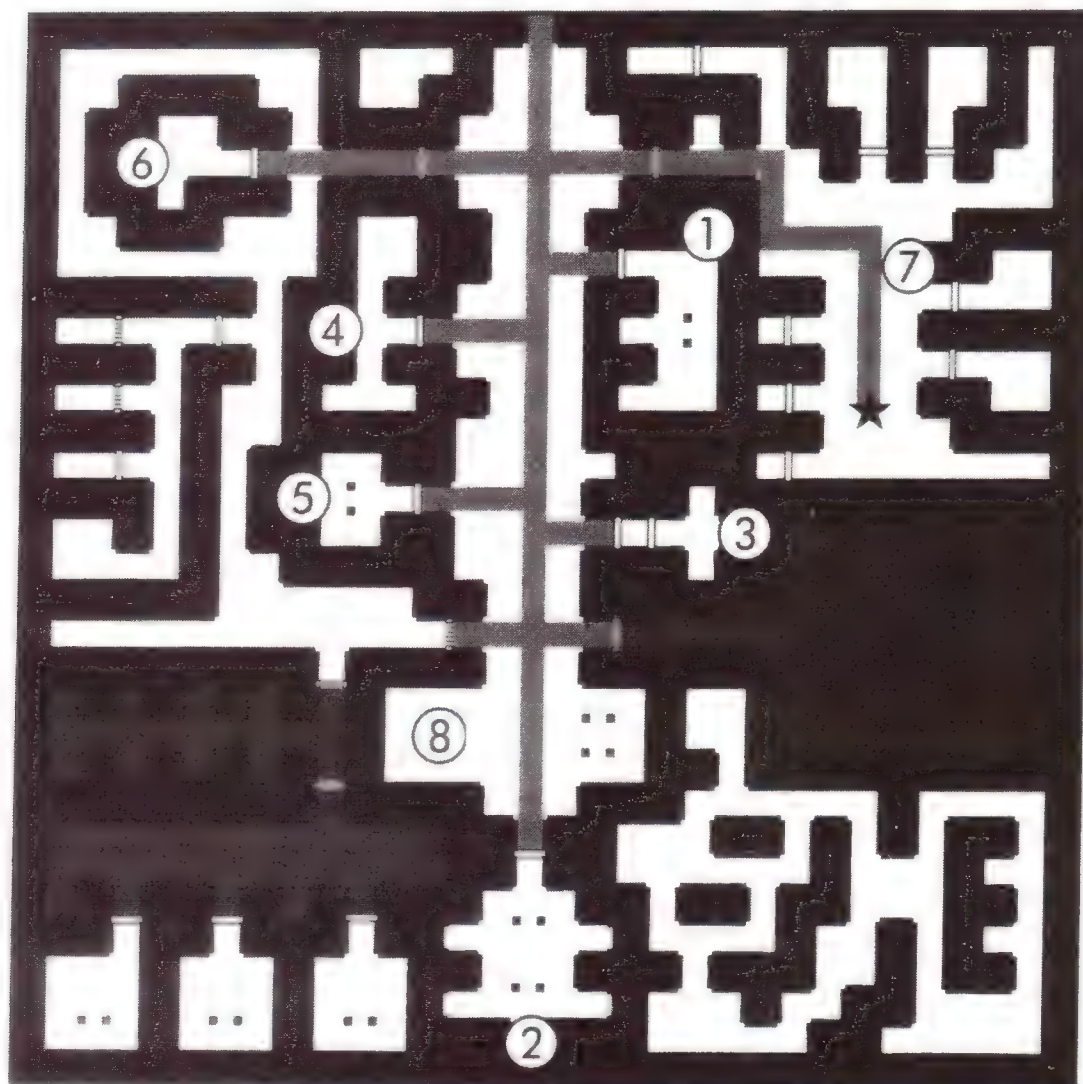
IMPORTANT PLACES IN DARKSIDE OF XEEN

Throughout the Darkside of Xeen, you will come across some places that you need to know about. This map of Castlevue is marked with areas you should look for:

1. **Taverns:** You can create, delete, add, and remove characters in your party here. You can also pick up rumors and buy food.
2. **Temples:** Your characters may be healed here of whatever ails them - for a price. You can also receive blessings from the Clerics if you donate enough money to the temple.
3. **Banks:** You can safely store your money and gems here. You will get interest on both money and gems that you deposit.
4. **Blacksmith:** Here is where you can buy and sell equipment. You can also get equipment fixed or uncursed.
5. **Training Grounds:** This is where you pay to increase levels, provided you have enough experience.
6. **Guilds:** If you are a member of the guild, you may buy spells and review information about them here.
7. **Travel Pyramid:** These Pyramids are scattered through the World of Xeen, permitting travel between the two sides of the world.
8. **Ellinger's Tower:** The Tower of Ellinger, the Queen's Advisor, rises gracefully above Castlevue. The Tower requires a key to enter, and is rumored to be full of traps and tricks to snare the unwary intruder.

Might & Magic World of Keen™

TOWN OF CASTLEVIEW



Might & Magic

Start of game



Pillars



Grass



Roads



Doors



Open Doors



Grates



Walls



wizardry
gold™

Contents

Memory Lane	392
Introduction for New Players	393
Introduction for Experienced Players	395
The Player Character	397
Base Statistics	397
Secondary Statistics	399
Armor Class	401
Illnesses	402
Creating a Player Character	404
Naming Your Character	404
Selecting a Character's Race, Gender, & Profession	405
Selecting a Portrait, Skills, & Distributing Bonus Points	406
Selecting Spells, Casting Karma	407
Saving Your Character	407
Player Character Possessions	408
Equipping & Wearing Items, Using Items	408
Assaying Items	409
Putting Items in the Swag Bag, Dropping Items	410
Trading Items Between Characters	411
Other Character Menu Options	411
Character Editing Options	412
Gaining Experience Levels	413
Non-Player Characters	414
Welcome to the Lost Planet	414
Umpani, T'Rang, Munk, Dane	
Gorn, Rattkin, Helazoid	
Meeting NPCs, Pause - Slowing Things Down	416
The Art of Negotiation, Stepping to the Table	417
Up-ing the Odds	417
Negotiations	417
Non-Player Character Options	418

Wizardry Gold™

Talk, Lore	418
Use, Trade	419
Spell, Pool, Steal, Fight, Leave	420
Adventuring	422
Where to Begin	423
Ordering a Party For Adventure	423
The Terrain, Gates, Buttons, Levers	424
Climbing Ladders & Stairs, Locked Doors	424
Treasure Chests, Abandoned Items, & Water	425
Adventuring Options	426
Character Menu & Add Character	426
Load Savegame, Review Member, Dismiss Member	427
Start New Game, Configuration, Import Characters	428
Character Icons	430
Movement	431
Party Options, Use	432
Spellbook, Search	433
Open, Rest, Moving Characters	434
Disk Options	435
Locked Doors & Treasure Chests	436
Locked Doors, Keys, & Other Goodies	436
Forcing a Door Open, Knock-Knockin' on the Door	437
Treasure Chests, The Nature of a Trap	438
Combat	442
Identifying Your Opponent, The Course of Action	442
Selecting Your Opponent	443
Fight	443
Ranged Weapons, Multiple Attacks, and Strikes	444
Parry	445
Hide, Spell	446
Use, Breath, Run	446
Move, Equip	447
Cancel & Backup, Terminate Game	448
Combat Modifiers	449
Illnesses, Encumbrance, Statistical Bonuses	449
Magical Modifiers	450
Magic Spells	450
Realms, Spellbooks	450

Wizardry Gold™

Learning Spells Levels, Casting Power Level	451
Spell Power Costs, Affects & Effects	452
Summoning Spells, Oratory, Casting a Spell	452
Fire Spells	454
Water Spells	455
Air Spells	458
Earth Spells	461
Mental Spells	463
Divine Spells	467
Alchemist's Spellbook	470
Mage's Spellbook	471
Psionic's Spellbook	472
Priest's Spellbook	473
Appendices	474
Appendix A: Character Races	474
Appendix B: Character Professions	478
Appendix C: Character Skills	484

MEMORY LANE

Celebrating the release of Wizardry Gold, the new version of Crusaders of the Dark Savant, as well as the 15th anniversary of the Wizardry series, few computer software products - and only a handful of computer games - can compare themselves to the success and longevity of the Wizardry series. For all this and more, we owe a debt of gratitude to you.

It was over 15 years ago, in September 1981, that Proving Grounds of the Mad Overlord, the first scenario, introduced the gaming world to computer fantasy role playing and to the first-person perspective view. It was a revolution to say the least. Players felt - and saw - for the first time the fantasy world through their characters' eyes, heading down a hallway, kicking open a door, or descending stairs to yet another level. It was a radical and important departure from the handful of "top down" view and text-based games of the day, and one which would have a lasting effect on the industry as a whole.

Proving Grounds of the Mad Overlord also introduced computer enthusiasts to phased (as opposed to "real-time") combat. While real-time games and their passing flash tested players with their requirements of arcade-like dexterity, the Wizardry series instead sought to challenge the mind - allowing players time to consider their moves, weigh the alternatives, and prepare a plan that will lead them to victory. And, while a phased system emphasized strategy, it also opened the imagination's wonder to an adventure's potential and the intricacies of its story.

The Wizardry series would go on to inspire a movie, a television show, classical and modern music, and its own line of books, both comic and drama. The series would be translated into Japanese, German, Chinese, French, and Italian. It would move from the Apple Computer to embrace MS-DOS, Macintosh, and Amiga platforms. The Wizardry series has won dozens of national and international awards - including admittance to the hallowed halls of Computer Gaming World's Hall of Fame - for its complexity, rich story lines, and player involvement.

Proving Grounds of the Mad Overlord set the precedent for computer role playing in 1981. Crusaders of the Dark Savant, and its predecessor Bane of the Cosmic Forge, have raised and redefined those standards - not just for the series, but for computer gaming as a whole. It is this combination of experience, technology, and above all, dedication to role playing, that has made all Wizardry games an adventure second to none.

And it is to you that we owe our thanks - for this adventure we have all been on. Thank you for your continued devotion and support.



INTRODUCTION FOR NEW PLAYERS

What is Fantasy Role Playing?

Role playing is just as it sounds. You play the role of something someone other than yourself. Just like professional actors and actresses, you pretend to be a character, acting and reacting to situations as he or she would.

In fantasy role playing (FRP), you also pretend to be another, but you can do so in a fantasy world of magic, myth, and medieval customs. In this fantasy world, you create characters to role play called Player Characters. Just like you, these characters have their own individual strengths, weaknesses, personalities, and goals. You guide them through this fantasy world watching as they encounter enchanting creatures, mythical monsters, diabolical traps, and mesmerizing riddles. And, of course, as in any situation, your actions in the present (and even your past) will ultimately affect your future.

Player Characters are created with the abilities and skills necessary to deal with these fantasy situations. For example, in *Crusaders of the Dark Savant*, you may create an Alchemist who has the power to conjure spells that charm monsters. You may create Samurai, Fighters, and Ninja with weapons sturdy enough to duel the most powerful dragons.

You create a group, or party, of six characters in *Crusaders of the Dark Savant*, so that you can achieve a delicate balance of power that one person, all alone, couldn't possibly develop. You'll have spell casters, warriors, and thieves. You'll have specialists in the ancient arts of thaumaturgy, alchemy, and legerdemain. And you'll watch as your characters grow in experience and power. More importantly, you will enjoy the excitement of seeing the world through the eyes of an Elf, a Gnome, a Mook, or a Faerie.

That's fantasy role playing. It's a story you join at the beginning with your party of characters, write as you progress through the adventure, and, as you turn the last page, savor at the end.

Making Friends

Take time to walk with the many creatures in Wizardry. Even if they won't talk with you the first time you meet, consider accepting their truce and entering negotiations. Successful negotiations through your diplomat can bring about a heap of knowledge to you and your party. You may learn of an item's location or hear tales of a rumored treasure.

If All Seems Lost...

... don't despair. Thankfully, there are two different ways for you to get help. The Crusaders of the Dark Savant Playmaster's Compendium will provide you complete answers to the most challenging puzzles. The staff of the Wizardry Hotline is also on hand to answer any gaming questions. Their hours and phone number are listed inside the front cover of this manual.

INTRODUCTION FOR EXPERIENCED PLAYERS

Welcome Back!



More importantly, thank you for coming back. Since you last played Bane of the Cosmic Forge, a lot has changed to make this adventure, Crusaders of the Dark Savant. Some of the changes, like the new graphics and the user interface, are obvious. Other new features aren't as apparent and are summarized below. For further information on any feature listed here, reference its section of the manual.

Multiple Beginnings

Just how did you end Bane of the Cosmic Forge? The answer you provide to that question will affect the whole of your adventure Crusaders of the Dark Savant. In total, there were three distinct endings to Bane's story. In Dark Savant, there are three beginnings linked to those endgames, and an additional fourth is reserved for those who did not finish Bane or are starting newly created parties.

Changes to the Player Character

Your characters have always been a fascinating group, and now there are even more facets that go into their making.

New Skills: Diplomacy (Academia), Swimming, Mapping, and Climbing (all Physical Skills) are available to and needed by player characters on Lost Guardia.

Personal Skills: Firearms, Reflexions, Snake Speed, Eagle Eye, Power Strike, and Mind Control may be learned and practiced by individual characters. Complete information on new skills and personal skills may be found in Appendix C: Character Skills.

Illness: Your characters may also be affected by a new illness. Remember that unknown terrain brings about new and interesting afflictions. Complete information on all illnesses is in the Player Character section of this manual.

Changes to Non-Player Characters

Just as your party has its goals, knowledge, and secrets, so too do the many Non-Player Characters on Lost Guardia. When you first meet a group of NPCs, you will likely see one or both of the new NPC options, Truce and Lore.

TRUCE: This option is the pathway to negotiations between your party's diplomat and the other party's leader. Peaceful negotiations generally range from "I wouldn't talk to you if you paid me" to complete friendship when the NPC will talk to you freely. Successful negotiations can also be forced and bribed.

LORE: NPCs may offer this option to your party when they have become somewhat familiar with you or are looking for some information. Selecting the Lore option, the NPCs may reveal certain information to you, but you reveal your information as well.

Since NPCs are so important in Crusaders of the Dark Savant, it is highly recommended that you read the NPC section of this manual.

Locked Doors & Treasure Chests

The first time you come across a locked door or happen upon a treasure chest, you'll notice something different right away. Instead of disarming traps "globally", your thief will individually deactivate each part of the trap. For locked doors, the thief will also perform his surgery, methodically idling one tumbler at a time. On your Quick Reference Card, you will find a "QuickStep" for both locked doors and treasure chests. Detailed information can also be found in this manual.

Magic Spells

Of course, all the spells you have come to know and rely on are still with you in Crusaders of the Dark Savant. However, now you can pack a few extra points for the new spells such as Crush and Find Person by using the extended, seventh power level. All the spells are listed in the Magic Spells section of this manual.



THE PLAYER CHARACTER

Your player characters are the essence of fantasy role playing. Through their eyes and actions, you will discover corridors, creatures, and lands long since forgotten by all but time. And you will delight in their achievements as they uncover the secrets of Lost Guardia and advance from novices to masters of their trade.

BASE STATISTICS

Just as you have a certain level of strength and intelligence, so too do your player characters. Each player character is composed of eight base statistics and eight secondary statistics.

Base statistics generally influence the way a character acts and reacts within Wizardry. An intelligence of 17, for example, would indicate an extremely smart character. If that number were 3, the character may have trouble distinguishing between a door and a fountain.

STRENGTH (STR): Affects any maneuver which requires physical strength. Everything from hurting an opponent to forcing a door off its hinges requires strength. Strength also affects carrying capacity and stamina.

INTELLIGENCE (INT): Affects a character's ability to cast and learn spells, determine traps on treasure chests, and try any other task which requires mental mettle. Intelligence also affects a character's ability to learn new spells.

PIETY (PIE): The character's overall devotion to a subject or field of study, and affects the ability to develop skills and to learn new spells. Piety also affects the amount of spell power a character gets when he or she gains experience levels, and further affects how quickly spell power is recouped. Sometimes, in spite of a low intelligence, an extremely devoted and persevering character can learn subjects just as quickly as his or her whip-smart friends.

Wizardry Gold™

VITALITY (VIT): A character's life force, it affects the amount of hit points and stamina a character receives. Vitality also affects the ability to heal and be resurrected, and helps to protect characters from the effects of poison, disease, paralysis, and death. Some of these maladies in turn affect vitality. For example, each time your character is cured of stoning or death, he or she loses a point of vitality. When a character's vitality reaches zero, he or she cannot be resurrected at all.

DEXTERITY (DEX): The ability to dodge a missile, pop a trap on a treasure chest, and avoid a lance. Overall, it is the ability to move the body, hands, and feet in response to any situation. Since dexterity is so important to movement, it is directly related to the character's natural armor class (the ability to dodge a monster's hit). In combat, dexterity affects the amount of times a character can hit a monster within a single attack.

SPEED (SPD): Is the length of time a character needs to perform any given action. The higher the speed, the faster he or she moves or accomplishes a task. In combat, speed determines how many times a character can attack a monster in one round. Because speed is important to movement, like dexterity, it also directly affects the character's natural armor class.

PERSONALITY (PER): The friendliness of a character, it affects the way he or she interacts with NPCs. Characters with high personality tend to be extroverted and charismatic. Low personality characters are more introverted, laid back, and shy. A good blend of personalities will help your party to get along with the many different creatures within Wizardry; while some NPCs are candid and prone to shaking hands, others are more reserved and will appreciate those with similar attitudes.

KARMA (KAR): Affects everything your character does and acts as a sort of ethical meter. While its effects are somewhat mysterious, Karma is, in general, the belief that what goes around comes around (or follows you around). Characters with high karma are generally happy-go-lucky. Characters with low karma tend to be less carefree, through no fault of their own. In fact, a blend of karmas is useful for a party. NPCs with high karmas tend to like characters also highly inclined. Characters with low karma tend to appreciate their low-karma kin, and might even go so far as to help them.

SECONDARY STATISTICS

Aside from a character's base statistics, many other facets weave together to make your character whole. Determining how far she can travel before resting or how much damage he can endure before death, your character's secondary attributes are directly related to and affected by your character's base statistics.

HIT POINTS (HP): Hit points represent the amount of damage your character can endure before death. For example, let's say your character has 10 hit points when in full health. In combat, a monster bashes the character and causes eight points of damage! Your character's hit points would now show 2/10, the "2" reflecting the amount of damage the character can now endure before death, and the "10" to remind you of the character's hit points when he or she was in full health. Hit points are represented by the red bar in your character's icon.

STAMINA (STM): Stamina is a measurement of your characters' endurance. They can only walk so far or fight so much before they fall flat on their faces from exhaustion - and that's what happens if stamina reaches zero. A fully rested character can fight harder and hit for more damage than a tired character. When any character's stamina becomes low, it's time for a rest. Stamina is represented by the yellow bar in your character's icon.

EXPERIENCE POINTS (EXP): As your characters slay monsters and perform special tasks, they become more experienced in their trade and their art. To reflect this experience, Wizardry awards experience points. As these experience points build up, your characters will gain experience levels (LVL).

LEVEL (LVL): Learning the ways of Wizardry, your character becomes more experienced. To reflect this experience, the character earns experience levels which in turn give him or her greater powers and abilities.

RANK (RNK): As your character becomes more experienced, he or she will earn ranks within his or her profession. The rank serves as a title of sorts, and helps to identify the character as an outstanding member of the profession.

MONSTER KILL STATISTIC (MKS): For the hack-slasher, this is the all important statistic. The number you see represents the number of monsters you have sent to the Grim Reaper.

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GOLD PIECES (GP): Gold is the medium of exchange for the world of Lost Guardia and allows you to trade with NPCs, buying or selling items, treasure, or information.

THE CANDLE OF LIFE: The sun sets and the moon rises; your characters grow a day older. When they first begin Wizardry, your characters will be young and full of vigor, and the candle to the right of your character's portrait will burn bright and its wick will be long. However, each occasion your characters "Rest", they get a bit older (only by 8 hours). Eventually, their vitality may lessen and they may, in general, start to show signs of their age. Death will also affect a character's candle; when a character dies, he or she loses a point of vitality. However, since Wizardry characters begin their adventure young, they typically have a long life ahead of them.

Clicking on the Candle of Life also shows you three additional, secondary statistics:

AGE: Just like you, your characters age as the days pass. The number shown represents a character's age in "human" years.

LIFE: As a result of a monster's blow or a clumsy walk off a castle tower, you characters may be in need of resurrection. The number you see reflects the life they are currently enjoying.

NEXT LVL: As characters gain experience points, they also gain levels. This number informs you how many experience points are needed until each character reaches his or her next level.

CARRYING CAPACITY (CC): All characters have a limited amount of weight they can successfully carry without encumbrance. If characters carry too much weight, they are typically easier for the monsters to hit, will have trouble fighting, and will use lots of stamina just to move their girth around. When your character is encumbered in such a way, Wizardry will let you know. In the character's review screen you will see Carrying Capacity's color has changed to:

light blue - 66% to 74% of the total capacity

yellow - 75% to 89% of the total capacity

red - 90% or more of the total capacity

Characters can carry more than their CC, though it's likely to result in exhaustion.

ARMOR CLASS

The suit of armor on the right side of a character's review screen shows you how well protected or she is against a physical or magical attack. This protection is known generally as armor class (AC)

There are three different armor classes: Body, Natural, and Modifier. Armor classes range from a +10 (naked and vulnerable to attack) to a -10 (covered with enough plate mail to cover a small building). The lower your character's armor class, the better.

BODY AC: Each part of a character's body has its own armor class: head, chest, hands, legs, and feet. These armor classes show you how well a particular body is protected against penetration by a monster's weapon once the character has already been hit. Even if a monster hits your character, its weapon might not penetrate the armor on that body part.



NATURAL AC: Shows the character's ability to avoid being hit by a monster. Races such as the Faerie, whose small size and lightning movements make it difficult to target, have a naturally low armor class. Other races who are fast and dexterous share a similar ability. Characters who are skilled in Ninjutsu also have a naturally low armor class

AC MODIFIER: Offsets the Natural AC and is consulted by Wizardry each time your character is hit. There are three parts to the AC modifier.

ENCUMBRANCE PENALTY: If your character's carrying capacity (CC) is overloaded from hauling 40 potions, 10 shields, and a pack full of helms around, he's not going to move too well, and therefore he's easier to hit. In this case, you will see a positive number showing an increase in AC.

SHIELD BONUS: When characters protect themselves from a blow by using a shield, they are harder for monsters to hit. Characters who use a shield in battle will see a negative number reflecting a decrease in AC.

MAGICAL PENALTY/BONUS: Some magical items within Wizardry have the power to lower a character's overall armor class. Others can raise it. Magical modifiers cover the entire body.

Should your character be both encumbered and wearing a shield, Wizardry would display the average of the two. It's a good bet to periodically check the modifier individually, just to make certain they aren't overloaded or otherwise encumbered.

When Wizardry needs information on your character's overall armor class (natural plus or minus any modifications), it adds the number in parentheses to the natural armor class to get an overall picture of how well protected the character is. In the case of a negative number, it's subtracted.

For information on equipping your characters, see the Player Character Possessions section of this manual.

ILLNESSES

Normally, a character will be "OK", suffering from no illnesses and generally healthy. However, your character may at some point become less than healthy, and fall prey to one or more of the illnesses common on Lost Guardia.

In general, these illnesses have three effects: the character will not perform as well, the character will be easier to hit, and more damage will be done if the character's armor is penetrated (your health insurance may increase as well). Some illnesses, however, have their own special side-effects. For all these illnesses, excepting stoning, disease, and death, resting may eventually remedy the condition. Sometimes, in spite of rest, magical intervention is useful or required.



AFRAID: Afraid characters will quake with fear at the sight of monsters, making such characters less capable and confident. Afraid characters may even try to run away from the party! If a character is scared enough, a tiny field mouse will start to look like a huge, fire-breathing dragon with grimacing teeth.



ASLEEP: Sleeping characters are incredibly easy to hit because they are unable to avoid being struck. If hit, a sleeping character will take up to double damage, but will wake up immediately. Of course, a sleeping character cannot participate in combat.



BLINDNESS: A blind character can't see what's going on and is more susceptible to a hit because of this. In physical combat, it's not likely he or she will hit a monster without some luck, and magicians' spells could be wildly off target.



POISONED: As the poison seeps through the bloodstream, a character becomes sicker and sicker. Eventually, without an antidote or some rest, the character will die. Sometimes poison is so potent, resting will not cure it quickly enough and the character will die before it clears his or her system. In such situations, an antidote is absolutely necessary.



STONED: Since your character is a statue, he or she can't do anything but stand there and collect bird droppings. Stoned characters are easy to hit, but it's difficult to penetrate their stone. Stoning, in fact, might be worse than death. Stoned characters lose a point of vitality, and when cured of the stoning, they may be dead. When you resurrect dead characters, they lose yet another point of vitality.



INSANITY: An insane character is, at least for the time being, absolutely nuts. For magical reasons, his brain has been scrambled like an egg missing its side order or bacon. You will have no control over the character, and may find yourself protecting other members of the party from him!



DEAD: A dead character is exactly that - dead. He or she must be resurrected by magical means, and when death comes a knockin', a point of vitality is lost.



NAUSEA: A nauseated character may (ahem) choke and gag and be helpless for the remainder of the round. Should this happen, he or she will be an exceptionally easy target.

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(blue)

PARALYZED: Since the character can't move, even to fight, he or she is very easy to hit and can take up to double damage. There is a small chance, however, that the hit might just be enough to jolt the character's system back into action.



IRRITATION: Like that scratch you can never seem to reach, your characters will become preoccupied trying to quell an irritating itch, and they won't fight as well while trying to reach it.



(green)

DISEASE: At first, a diseased character will appear and act healthy (you will see they are diseased, however). In fact, besides general fatigue, he or she will feel just fine. However, as time passes, disease begins to ravage the character. Paralysis may set in. He or she may become blind or incapacitated. Their energy and their very life force (vitality) may be drained from them. If disease is not cured quickly, the character will soon erode to nothingness. If not cured before death, you will likely resurrect a character who will just die again.

CREATING A PLAYER CHARACTER

With a party plan in hand, it's time to create the adventurous brood that will lead you into Wizardry and across the planet of Lost Guardia. From Wizardry's main menu, select Character Menu followed by Create.

NAMING YOUR CHARACTER

The first step in creating characters is naming them. You may name your character anything you like, but the name cannot be longer than seven letters. Additionally, another character may not share the same name. Once you have entered the character's name, select "OK" to continue, and the name will appear underneath the character's soon-to-be-filled portrait.

On occasion, we all make typos. If you accidentally named your character something other than intended, just select the Rename option.

SELECTING A CHARACTER'S RACE

A character's race is an all-important selection. It affects the professions your characters may pursue, their natural traits, and once selected, it's for good. After selecting your character's race, you will see that he or she has been given a set of minimum, base statistics. A complete description of character races is in Appendix A of this manual. Statistics were covered earlier in the Player Character section.

Selecting a Character's Gender

After selecting your character's race, you will select a male or a female gender. Males tend to be stronger than females, but females characters have a higher personality and karma. When you choose your character's gender, you will see a modification to his or her base statistics.

Selecting a Character's Profession

With your character's race and gender determined, it's time to determine his or her career path. Fourteen fields of study are available to your character. You'll find each fully listed in Appendix B of this manual.

The professions your character qualifies for are determined by the number of bonus points he or she is awarded. Bonus points reflect the amount of training he or she has had and are balanced against a character's race to determine the professions available to him or her. Since each profession has minimum requirements for entrance, you may or may not see every available profession on your screen.

When you select your character's profession, you will likely see an increase in some of your character's statistics. The points that were added to the base statistics were automatically taken from your character's bonus point total to allow him or her to meet the minimum entrance requirements for their profession.

Sometimes, even after you have met the requirements of the profession, you may have bonus points left over. To distribute your extra bonus points, select a statistic, and add or subtract points by clicking on the arrows. You can change the statistics any way you like, but you must use all of the bonus points you have been given. Also, you cannot push a statistic below its original value or above 18.

Keep in mind that it won't do you much good to have a muscle-bound

Mage or a weak, but intelligent, Fighter. Add these extra points where they're sure to make a difference.

SELECTING A PORTRAIT

Wizardry comes equipped with many different faces for all kinds of characters. To view the portraits, simply click on either side of the portrait until you find the right one for you. If your character ever decides to have a face lift later on, just choose the Edit and Picture option.

Selecting Skills & Distributing Bonus Points

When you first create a character, his or her skills may be rather underdeveloped. Typically, they have but a few points in their professions' area of expertise. To help you broaden your character, skill bonus points may be awarded and distributed in any of his or her skill areas: Weaponry, Physical, & Academia. Each skill is fully described in Appendix C of this manual.

Each skill area receives its own share of points that represent his or her profession's learning. To distribute your character's skill bonus points, just select a category by clicking on it: Weaponry, Physical, or Academia. Then, select any skill you wish to improve by clicking on its arrows. Remember, you cannot adjust the points lower than their original amount or allocate points for one skill area in another, and you must use all the points you have been given.

SELECTING SPELLS

Depending on your character's profession, you may be able to select some initial spells for his or her spellbook. There are six realms of spells in Wizardry, and each offers different types of magic to a spellcaster. To view the spells you have available, select each realm by clicking on it.



When you see a spell you would like to learn, click on it as well. Then, select Learn, and the spell will be written to your character's spellbook. Sometimes your character may learn more than one spell. If so, just repeat the process. Complete descriptions of magical spells are in the Magic Spells section of this manual.

Casting Karma

The last step in creating a player character seals his or her good fortune. When you feel the moment is right, click your fate. No matter what number you get when the rolls stops, remember that a low karma isn't necessarily "bad". In fact, within Wizardry, both high and low karmas are needed. You will meet people with both extremes. Since birds of a feather flock together, having a mix of karmas in your party will likely prove beneficial.

SAVING YOUR CHARACTER

When it's all said and done, Wizardry will ask you if you would like to save your character. Undoubtedly, if you have selected the world's next Hercules, you will select "Yes". However, if you have created a fighter who can't tell the difference between his hands and his feet, select "No".

PLAYER CHARACTER POSSESSIONS

Gold coins line the pockets of successful adventurers, and the best of swords, shields, and other armor adorn their bodies. Freshly created characters, on the other hand, are light on gold, and have been provided with some elementary armor and weapons by their training masters. These goodies, along with hundreds more you will come to possess, may be examined, equipped, and used in many ways within Crusaders of the Dark Savant.

When your characters start Crusaders of the Dark Savant, they are carrying a few basic items. To make these items useful, you need to equip and wear them. After all, that nice set of leather armor won't do you much good while it's still in the box.

EQUIPPING & WEARING ITEMS

To equip an item, click on it and drag it to the suit of armor on your character's review screen. The item's name will change color to show you it has been equipped. Depending on the nature of the item, several things could happen when you equip it.

Items of a protective nature will lower a character's Natural or Modified AC when equipped.

Items of a magical nature may change your character's statistics or other attributes. Wizardry will ask you if you wish to "invoke" such items.

Items of a functional nature, such as weapons, may be equipped as primary or secondary. When you select a primary weapon, it is held in one of the character's hands, and is the first weapon to be used against a creature in combat. You may select a secondary weapon, a shield, or another item to fill the secondary spot. If your primary weapon requires two hands, you will not be allowed to select a secondary item.

Items that are magically cursed will "stick" to your character, cannot be removed without a Remove Curse spell, and have a variety of effects on your character.

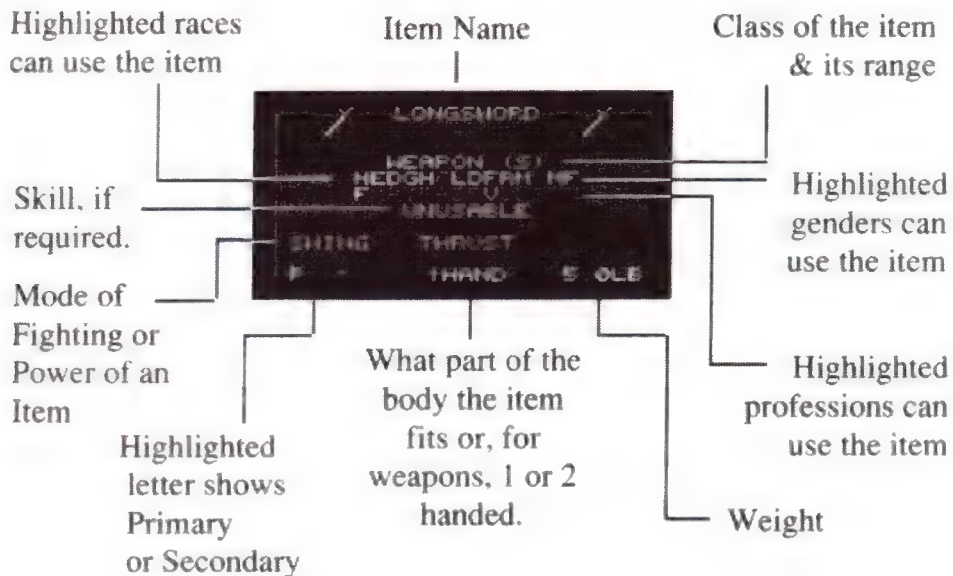
Items that cannot be equipped for one reason or another (race, gender, or professional limitations) will "chime" and remain in your character's standard inventory.

Using Items

To use an item, click on it. Depending on the item you have selected, Use may do one of several things. For example, if you're looking at a potion, Use may allow you to drink it. If it's a book, on the other hand, Use allows you to read it. If the item isn't usable while you are reviewing your character, a door key for example, Wizardry will chime to let you know.

ASSAYING ITEMS

With over 500 items found in Wizardry, you would wear out a hundred pencils trying to keep track of all their properties. So, Wizardry tracks them for you. To find out the features of an item, select the item followed by Assay.



The diagram above shows you what the various sections of the Assay screen mean. Depending on your character's artifact skill and the general complexity of the item, you may or may not be successful in your attempt to explore the item's intricacies. As your character becomes more skilled in artifacts, however, he or she will be able to discern more and more about Lost Guardia's items.

Regardless of the level of artifact skill, Assay will not show you the power magical items, except potions and scrolls. Assay also will not show you any special power or curses that might be contained in the item. Cast an Identify spell to reveal these aspects of the item in question.

Merging Items

Items that can be joined or grouped are combined using the Merge option. Depending on the items you are trying to join, Merge will do one of several things:

Grouping - In some cases, you can carry more than one item in an item slot. Each item slot can hold up to 250 like items. So, if you receive 300 arrows, 250 would be stored in one slot and 50 would be stored in another. After you use up some of the arrows in one slot, say you now had 200 of the 250 arrows left, you could merge it with the group of 50.

Joining - Other items, such as a rope and a hook, can be merged to form a single item. To Merge an item, select the first item followed by Merge. then select the item you want to merge it with. If the items can be merged, you will possess a new, single item.

Loading firearms - Firearms, such as a musket, need to be loaded before they may be fired. By merging power & shot with a musket, the weapon will be ready to shoot.

PUTTING ITEMS IN THE SWAG BAG

Each character carries his or her own swag bag: a place where they store things. Whenever you review your character, you will see his or her swag bag resting against the back wall of his or her review screen. To “Swag” an item, select it and then the swag bag. Each bag holds 10 different items. Grouped or merged items such as arrows and missiles count as one item.

Dropping Items

If you would like to drop something, select the item and then the Drop option to do so. The item falls to the ground and is available to anyone who passes by. You may prefer to sell your unwanted items to NPCs or stash them in your swag bag in case you might need them later on. Note: All items, even those essential to your quest, can be dropped.

TRADING ITEMS BETWEEN CHARACTERS

While on an expedition, one of your characters may find a neat trinket and wish to give it to another character. To do so, select the item followed by a character to trade with (left side of the portrait for previous character and the right side for the next character). When you come to the character of your choice, deposit the item in his or her inventory.

OTHER CHARACTER MENU OPTIONS

Review

Just like Review in the Master Options menu, this option allows you to inspect another character of your choice.

Delete

Wizardry allows you to create up to 16 different characters. However, from time to time, you may need to delete a character or two from the roster to make room for others. Just select the Delete option to do so. Wizardry will show you the character in question, and will ask you to confirm your choice so you don't send your prize-winning warrior packing off to the golf course.

Rename

If the character you proudly named Genius is acting more like a dolt, you can change his or her name using this option.

Picture

Wizardry offers many different portraits for the characters you have created. If you decide you would like to change your character's looks later on, select Picture to do so.

Skills

To review a character's skills, click the shield hanging on the back wall of his or her review screen followed by any skill area you'd like to review.

Spells

The altar on the floor of a character's review screen contains all the information about his or her magical inclines. Click on the altar, and you will see a magic window. You may not cast spells until your expedition begins, but you can review what's available. For further information on magic, see the Magic Spells section of the manual.

Exit

To exit a character's review screen, click to the right of the suit of armor - right where you see the "Exit" sign.

CHARACTER EDITING OPTIONS

Once you and your party begin your adventure, other options will be available to your characters. To use any of the options below, click on your character's nameplate (below his or her portrait) while in his or her review screen.

Change Profession

When your character feels it's time for a change of pace, the Change Profession option allows him or her to switch careers mid-life. To see which profession the character qualifies for select the Change Profession option. Keep in mind that each profession has its own minimum requirements, so you may not see every possible choice in your selection (see Appendix B: Character Professions for information on minimum entry requirements). Select one of the professions you see, or none at all. When characters change profession, several things happen:

They immediately begin learning the skills of their profession, and stop learning those of the former.

They drop to experience level 1 in their profession, and their statistics drop to meet the minimum entrance requirements. When this happens, it might appear that your dazzling Mage poured his brain on the floor when he changed profession to a Fighter. However, that's not the case. When characters begin a profession, they aren't adept in its way, nor are they sure what to do. As they learn the ropes, however, they begin to work faster and better and their statistics will increase to reflect their improvement within the profession.

Change Portrait

To change your character's looks while adventuring, select the Picture option. Just like when you created the character, scroll through the pictures until you find the right one.

Change Name

To rename your character while adventuring, select the Rename option. You can rename your character anything you like, but the name must not exceed seven letters, and no other character can share the same name.

GAINING EXPERIENCE LEVELS

After a few healthy encounters with monsters, your characters will gain some experience points. When they build up enough experience points, they gain experience levels.

Gaining a level is a joyous occasion. On the screen, you will see your character's window and an announcement that he or she has gained a level. Following this, you will automatically get all the news about changes to your character.

The statistics may increase (they can decrease, too).

He or she may gain hit points and stamina.

His or her professional Rank may change.

He or she may get a skill bonus to apply in areas of choice (Weaponry, Physical, Academia, or Personal). Remember to add points to your magic user's area of proficiency (Alchemy, Theosophy, Theology, Thaumaturgy).

Otherwise, they may never learn any new spells.

He or she may learn magical spells and gain additional magic points.

In some cases, your characters may have survived such an amazing encounter that they will gain more than one level at a time.

How Many Points Left?

To determine how many experience points your characters need until they reach the next level of experience, review the character and click on his or her Candle of Life. There you will see the points remaining.



NON-PLAYER CHARACTERS

Welcome to the Lost Planet.

As your party travels the world of Lost Guardia, they will meet several or all of the creatures, known as Non-Player Characters, who inhabit the lands. Some will become their friends, others their adversaries, in a continual search to uncover the unknown whereabouts of the Astral Dominae.

Just like your characters, these NPCs have their own lives, allies, foes, thoughts, personalities, strengths, and weaknesses. And, just like you, NPCs have a good memory. Of course, NPCs also have their own ambitions and goals. NPCs control their own movements, just as you make decisions for your characters.

Umpani



Throughout the galaxy, the Umpani are considered to be fair and reliable traders, selling and buying wares acquired in their extensive galactic travels. Their network of merchants is monstrously huge, and is said to comprise a large portion of the space trade industry. The Umpani are also a rather militaristic race, and are considered to have the greatest assemblage of military power in the galaxy.

T'Rang



The T'Rang are a feared and unscrupulous race of spider-like creatures. Quite repulsive to the common eye, the T'Rang are strict competitors with the Umpani, and will do anything if a buyer is willing to pay the price. While the T'Rang can never be fully trusted, they still managed to control the greatest trading network in the galaxy, surpassing even that of the Umpani. The T'Rang will stop at nothing to procure what they seek, and have always fulfilled their contracts, no matter how dirty the deed.

Munk



The Munk are a hefty race trained well in Alchemy and the Martial arts. The Munk have diversified into two opposing factions: the "good", which seeks to preserve the holy legends of Lost Guardia - and those of the "Dark Forest", who have degenerated to little more than bands of roughnecks. All Munk vehemently oppose the blasphemous beliefs of the brotherhood of the Dane.

Dane



In contrast to the squatty Munk are the mystical druids known as the Dane. They are slim, almost frail looking, yet their hands weave such powerful spells that they are avoided by all who travel their lands. To the Dane, the mind has always been more important than the muscle, an endless frontier of magic and mystical insight. All Dane vehemently oppose the blasphemous beliefs of the brotherhood of the Munk.

Gorn



Well-muscled and skilled in the arts of melee combat, the Gorn army stands as the greatest native fighting force on Lost Guardia. The Gorn are known to be radically loyal to their own kind, and while they mix well with the others who live on and have come to Guardia, they are intensely secretive about their private lives. The greatest secret of the Gorn is the location of their hidden castle. While it is known to exist, no Gorn will speak of it, and even the best trackers have failed to uncover its path. Given the Gorn's militaristic abilities, perhaps it's good they didn't. The Gorn inhabit the forest lands separating the Munk and the Dane, and it is the Gorn army's might that has prevented the two from turning the planet into a battlefield.

Rattkin



The Rattkin dwell throughout Lost Guardia's forests and towns, rogues and bandits seeking unwary travellers carrying loot. Primarily a race of thieves, they eventually seek buyers for their plundered goods. It is rumored that the Rattkin also dabble in forms of espionage for pay. After all, there is no race, some say, more capable of such an act - their lean styling, great speed, and perhaps a decided lack of ethics give them the natural edge in this business.

Helazoid



The Helazoid are the most enigmatic of the native denizens of Lost Guardia. The odd flying machine that lifts them from the ground and allows them to soar through the sky with the birds is a continuous source of speculation. While some believe it is the work of magic and illusion, others are assured it is real, and wonder just what alliances may have procured them such a unique steed. Being sighted only on rare occasions, there is no knowledge about their origin or how many may still exist. No one has ever reported finding any evidence of a Helazoid municipality.

Meeting NPCs

Wandering through the forest, a creature approaches your party. You have never seen the likes of it before, and engaging it in battle may be a bit hasty. After all, it might have some information to offer. The creature appears reserved and uncertain of your ambitions as well.

When you first encounter an NPC, the creature may be neutral toward you and your party, neither liking nor disliking you. On the hand, it could be wildly hostile or generously friendly. It relates to your characters individually and as a group, greeting some members with pleasure, others with arrogant disdain.

Initially, the creature may allow you only three of the available NPC options: Truce, Fight, and Leave. However, as you get to know one another and pass through Negotiations using the Truce option, your options and the NPC's confidence in you may increase. Of course, the opposite could be true as well.

Pause - Slowing Things Down

When you meet NPCs, talk to them or listen to their tales; you may want to take notes for future reference. By pressing the [SPACEBAR], the game will halt the dialogue to allow you to the time to take notes. Press the [SPACEBAR] again, or click anywhere on the screen to resume the conversation.

THE ART OF NEGOTIATIONS

To gain the trust of any creature who isn't familiar with your party, one or more sessions of negotiations may be necessary. In general, negotiations try to bridge the gap between "distrust" and "trust" that separates strangers.

Stepping to the Table

A silver tongue and a dashing personality might get you on their good side quickly. For lesser skilled diplomats, negotiations may take a little longer.

Negotiations begin when a character skilled in diplomacy, generally a Priest, Bishop, or Lord, accepts the truce offered, and greets the other party's leader. At the meeting, your diplomat will have four different options:

UP-ING THE ODDS

BRIBE: Before actual negotiations begin, Bribe puts some cold cash into the pocket of the other party's leader in an attempt to up the odds of successful negotiations. Your party's leader, having had face-to-face contact with the other party, determines the amount of money necessary for a hopeful bribe and removes it from the party's treasury. Remember, however, sometimes it can be very costly to buy friendship. When the bribe is completed, actual negotiations may begin (Peace or Force) or more bribes can take place.

GIVE: Just like Bribe, Give works to increase the chances of successful negotiations. However, Give allows you to pass items and other trinkets that you select from your party to theirs in hopes of winning favors. After the gift is given, actual negotiations may begin to (Peace or Force)

NEGOTIATIONS

PEACE: The straight line method of negotiations that relies on a character's diplomacy to improve relations between the party and the other group. Peace can, of course, be helped along by bribes, gifts, and magical spells such as Charm.

FORCE: When your diplomat's throat is sore, and your wallet is thin, you'll soon realize there's only so much you can do to get the information you want. The "tell me or I'll beat it out of you" approach relies wholly on

your party's strength versus the other party's. If you succeed in getting them to speak with you, it will generally leave a bad impression of your group with them.

Should negotiations go well, the NPC may befriend your party, offering its knowledge, lore, and goods. On the other hand, it may also walk away from you, or if angered, attack.

Ideally, it would be nice if your party could truce and make friends with every creature on this planet. However, the political network that exists on Lost Guardia makes this an improbable task. If you don't succeed in your best efforts at negotiations, you may force them to talk to you or rely on the words of the network of friends you've built up.

NON-PLAYER CHARACTER OPTIONS

Aside from exchanges of information between you and Lost Guardia's creatures, NPCs offer other options that can benefit your party in its quest.

TALK

Allied NPCs are generally talkative individuals. Some of them may be willing to aid you in your quest. Others may be looking for information that you can provide. Whatever their motive, Lost Guardia is filled with such creatures who are knowledgeable about the area, its lore, and its creatures. While they may not necessarily babble off all their knowledge, they may share some of it provided you know what to ask.

Who are you?

What do you do?

Ask them about things that interest you.

Have you heard any rumors lately? Often the NPCs may know several interesting tales and you might ask for additional rumors as well.

Ask about topics they mention.

When talking with an NPC, try speaking in complete sentences. It gives the NPC a better chance of understanding what the strange aliens in front of it are babbling about. If you ask a question, end it with a question mark.

When you select the Talk option, you will be asked to pick a character to talk with the NPC. Type in anything you wish to say. "Hello" is a good start. When you have finished the conversation, simply type "Goodbye" or "Bye"

Lore

Travelling the same land as you, NPCs have learned much about it. Likewise, your party has collected its share of local news, events, and interesting tidbits in its travels. When you are looking to exchange such information with NPCs, you may want to select the Lore option.

Since an exchange of Lore reveals all that your party has uncovered, it's wise to exchange this information with allied NPCs. Otherwise, you may inadvertently aid an enemy.

When you select this option, the NPC and its group may begin to tell you of their adventures and what they've learned along the way. They may offer you hints about an item you are desperate to find, or perhaps they'll give you directions to a place you've never been. Of course, they might deny knowledge of anything.

USE

Sometimes you may wish to use a scroll or a certain item while conversing with an NPC. Wizardry will ask you to select a character followed by the item he or she wishes to use. You may use items directly out of the swag bag.

Trade

Everyone needs to make a bit of money, and NPCs are no exception. Often, you will find them holding some sort of mini garage sale. You may buy items he or she has collected or sell items you no longer have a need for. When you select Trade, Wizardry will ask you to choose a character to do the bartering. You will then have three options.

BUY: When you opt to buy, you will see a list of the NPC's available items. Each item along with its general characteristics and price will be shown. If you see something you like, select it. If you have enough gold, the deal is complete. If you are short on cash, you may use the Pool gold option to get the money you need. Occasionally, an NPC won't sell your character an item. For example, if the NPC doesn't like the character doing the dealing, he may simply refuse to part with any of his goods. Further, NPCs won't sell a character an item he or she can't use. This way you won't waste your

gold or load your characters down with useless items. Sometimes you may be forced to steal an item you would like to buy, if the only character who can buy the item happens to be the one the NPC can't stand.

SELL: If you are out to make some money, selling your unwanted items is one of the best ways to do so. When you select the Sell option, you will be asked which item you wish to sell. Select the item, and if the NPC is interested, a price will be quoted. If it sounds good, accept the offer. Of course, you can politely decline, too. Before you can sell an item, you must unequip it. Like your characters, each NPC has a certain amount of gold to part with, and he or she may not be able to afford all of the items you are offering. Additionally, some NPCs may decline to buy your items simply because they don't care for the character doing the dealing.

GIVE: When you are feeling generous or sorry for an NPC, you may be compelled to give it something. On the other hand, if you facing an NPC who thinks your party is dungeon slime, you may be able to convince it to look at your group favorably by giving it a few hard-earned gold pieces or a new, shiny shield. Remember, however, an NPC will usually keep the object you give, so be careful not to part accidentally with your Turbo-Charged-Super-Maximum-Militant-Death Sword.

SPELL

Some spells, such as Charm and Mindread, can be particularly useful when you Truce or Talk with an NPC. During the second stage of negotiations, for example, cast a Charm spell to up the odds. A Mindread spell helps a magic user to read what's on an NPC's mind. To cast a spell, select Spell, a character to cast the spell followed by the spell and its power level. For more information on the spells available to you, see the Magic Spells section of this manual.

Pool

When you are looking to purchase an expensive item or you are attempting to bribe an NPC, the Pool option can be used to transfer all of the party's gold to one character. Select Pool and designate a character to receive all the party's gold.

Steal

Can't afford that sword? "No problem," snickers the character skilled in Legerdemain, the art of the pickpocket. Select Steal and choose a character to do the pilfering. The character will attempt to pilfer the NPC of some gold, or perhaps you might get that sword you wanted. Of course, you may not get away with it, and the NPC will no doubt think less of your group or possibly attack.

Fight

For whatever reason, your party decides a fight is in order, and selects the Fight option. As with regular encounters, combat options will appear. If you kill an NPC, he or she will be gone forever, along with any clues he or she may have given you.

Leave

Unless you defeated the NPC in combat, select Leave to end your meeting.



ADVENTURING

The essence of Wizardry is adventuring. It's time to accept the challenge and venture into the unsafe, but potentially lucrative, world of *Crusaders of the Dark Savant*.

Successful adventures consist of at least eight stages:

1. Preparing a well-balanced party that becomes more experienced and powerful as they grow.
2. Exploring the world and searching for its many secrets.
3. Defeating hostile creatures who would otherwise thwart your quest.
4. Resting your party from time to time to recoup stamina and magic power.
5. Finding various objects you will need to assist you.
6. Meeting and learning from Non-Player Characters (NPCs) of Lost Guardia.
7. Making notes about what you see and hear and using this knowledge along with intuition and logic to help you complete your quest.
8. Staying alive!

Each time you resume your expedition and are ready to begin play, take a minute to check out your characters. If anyone is without full hit points or incapacitated, a spell or a few hours of rest might be advisable.

WHERE TO BEGIN?

Once you have created a blend of characters that you believe can triumph over the rigors of the world, it's time to form your party and head off to adventure. Depending on your progress, you will select one of the three routes below to get there.

Starting a New Game with Level 1 Characters. From the Wizardry main menu, select Add Party Member. From the list of characters, select six to form a party. Then, select Start New Game. You only use this option when you are beginning a new game with new characters that you have created in Crusaders of the Dark Savant.

Resuming a Saved Game. If you already have an expedition underway, select Load Savegame.

Importing Characters. If you have a party from Bane of the Cosmic Forge, you can import them into Dark Savant. See your Quick Reference Card for further information.

ORDERING A PARTY FOR ADVENTURE

Since your party walks in a parade formation, it's important to determine - before you meet any monsters - just what the order of that parade will be. Essentially, the strong, fighting characters or those with low armor classes should be toward the front. Spell casters and weak or injured characters with low hit points should be toward the rear. To move a character, click on his or her name and select another character to switch places with.

Generally, only the first three party members will be subject to a physical attack by the monsters. However, some monsters may be equipped with ranged weapons that allow them to attack further into your ranks. Other monsters can sneak up on your lowly Mage, who cowers in the sixth position, and scare the robes right off him. A Giant may step over some of your characters to get at the weaklings in the rear. Additionally, monsters may cast spells on any or all members of your party.

THE TERRAIN

As you explore Lost Guardia, you will come across cities, outposts, rivers, streams, and forests that are home to Lost Guardia's denizens. You may also find a good many gates, buttons, ladders, and other landmarks that lead the way (or try to conceal the way) to these locales your party is eager to visit.

Gates

Whenever you come across a gate, you can be certain it was put there for a reason - to keep you out or something else inside. Should you come across a gate, and find your party at a standstill, try to use keys or items your party has come across or search the area for possible hidden fixtures.

Buttons

Your party enters a room, and your Detect Secret spell is in effect. Its eye starts to blink as you search a wall - and that's when you notice it. The button that's so small it nearly blends into the rock itself. Whenever your party comes across such a button, you can be certain, in most cases, that it will do something when pressed. Just what it will do is anybody's guess! To press the button, simply click on it or use the Search option.

Levers

Much like buttons, only more visible, levers generally activate something or another. When your party finds a lever and can't resist the temptation to touch it, click on it or select the Search option.

CLIMBING LADDERS & INTO PITS

Lleading the way to an upper floor or into the recesses of a dungeon, ladders are typically a most welcome find. To climb up or down a ladder, click on it.

Ambling down a forest's path, you see a gaping hole in the ground. It's possible, of course, that something or someone could be down there. Should you decide to climb into its depth, click on the pit to climb down. Unlike climbing ladders, Climbing skill is essential as you scale the pit's sides.

Locked Doors

Locked doors are found throughout the Wizardry world. Perhaps the door leads the way to an alchemist's chamber or even a king's cache. Wizardry will inform you that the door is "Locked", but don't be disheartened. It's possible for your characters to open such doors. For complete information on locked doors, see the Locked Doors section of this manual.

TREASURE CHESTS

For gold, swords, shields, and all sorts of riches, few things compare to a treasure chest. Of course, finding a chest is only the half of it. Creatures often place traps on chests so their goods won't be easily lifted. For complete information on disarming chests, see the Treasure Chest section of this manual.

Abandoned Items

Your scout spots it almost immediately - a sword resting by a tree. One look at its golden hilt and the gleam of its blade draws your party toward it. Whenever you come across an abandoned item that you would like to have or at least check out, click on the item and select a character to receive the item. The item may be something your party or another has left behind. On the other hand, it could be a cursed item or a booby trap. Abandoned items always appear in the lowest right-hand corner of your screen.

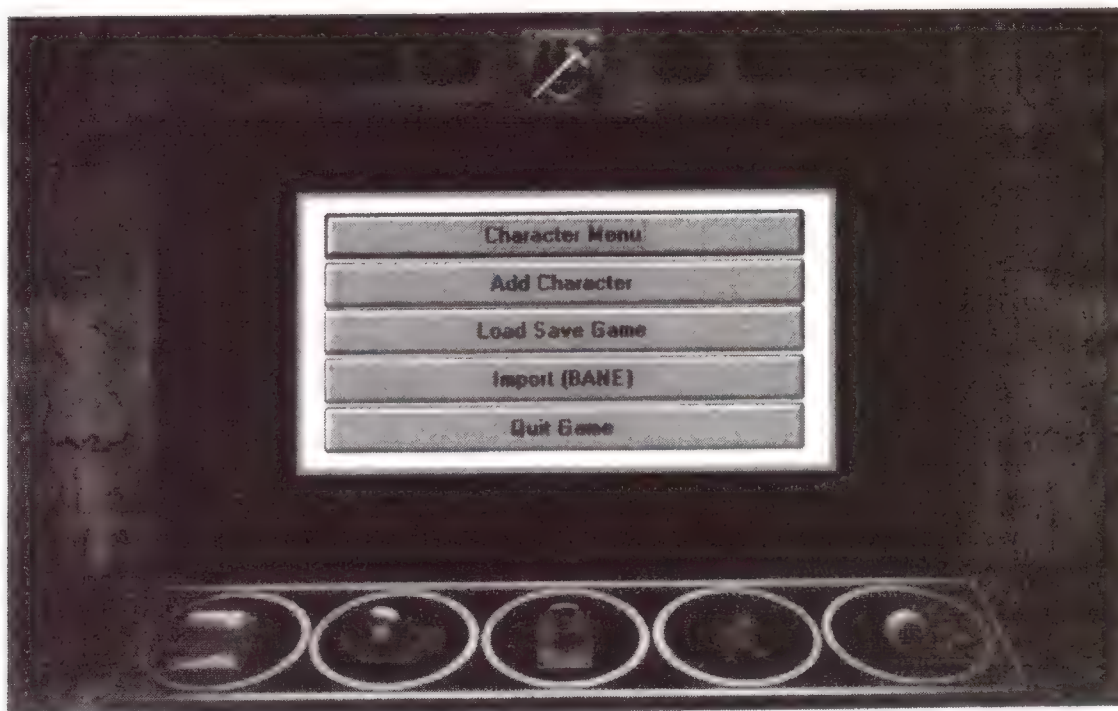
Water

To beat the heat of a day's adventuring, there's nothing like wading in one of Lost Guardia's streams. Of course, her oceans and rivers are inviting, too. Before your party sets your sights on a dip, however, check your character's swimming skill. Characters with less than 10 skill will likely drown from fright before they're even in over their heads!

ADVENTURING OPTIONS

To start Wizardry, follow the directions on your Quick Reference Card. In no time, you will see Wizardry's title screen, and then you will be at the Master Options menu.

The Master Options menu is the gateway to all Wizardry has to offer. It's also the place where all adventures begin. Just click anywhere on the screen to view the options available to you and your party.



CHARACTER MENU

If this is your first stay in Crusaders of the Dark Savant, you may need to visit the Character Menu. Here, you can create characters to lead you through your adventure. The Character Menu, along with all its options, is explained fully in the Creating a Character section of this manual.

Add Character

From the hopeful roster of characters you have created, use this option to pick those who will join you on your journey into Wizardry. The characters you select will form a party - a group of up to six adventurers gathered together to explore the world.

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When you select the Add Character option, you will see the names, races, and professions of all your characters. To add a character to the party, select his or her name and then select "OK". The member's icon will appear on the screen declaring him or her an official party member. You can add up to five more characters. Should accidentally select the wrong character, click Cancel or a more desirable character instead.

Caution: Use Add Character only if you are beginning Wizardry or want to start over with a level 1 party. This option loads characters from a roster of level 1 characters. If you have already begun Wizardry, use the Load Savegame option instead.

LOAD SAVE GAME

If your party has already explored some of Wizardry's world and you have saved your game, you can resume your adventure where you left off using the Load Savegame option. When you select this option, Wizardry will ask you to confirm the name and location of the save game. For specific information on loading your save game, refer to your Quick Reference Card.

Review Member

If you would like to spend a little time one-on-one with your characters, select the Review Member option; you may also select the character's portrait. The character's window will appear along with all his or her attributes; these attributes are explained fully in the Player Character section of the manual. When you have finished reviewing your character, select Exit to return to the Master Options menu.

Dismiss Member

To remove a member from your party, use this option. The character leaves the ranks and heads back to the barracks.

START NEW GAME

Once your party's ranks are filled, and you are certain the party you see before you is the one for you, it's time head off into the world of Wizardry. Select Start New game to do so. If you already have an expedition underway, use the Load Savegame option instead.

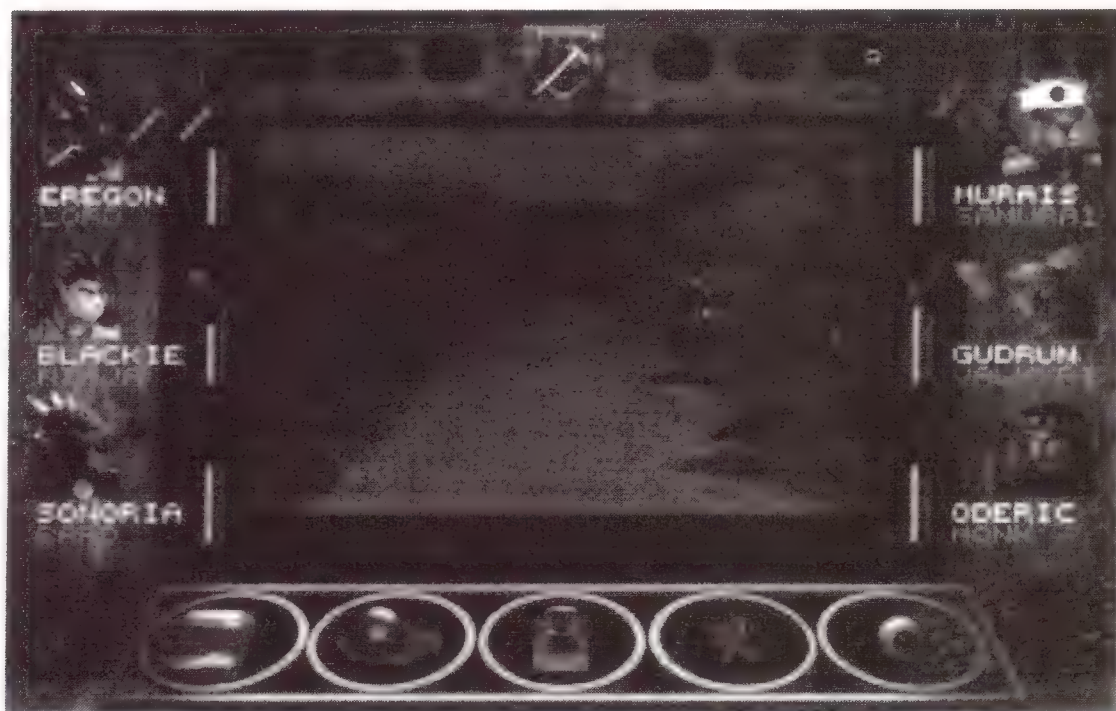
Configuration

Using this option, you can customize Wizardry to your computer's specifications. You will find complete information for your computer and setup on the Quick Reference Card.

Import Characters

If you have played Bane of the Cosmic Forge, and have a party eager to continue their adventure, use this option to get them on their way. You will find complete information on party transfers on your Quick Reference Card.

It's a curious world full of creatures, places, and treasures unlike any you have ever seen before. As your party adventures on Lost Guardia, you'll see a screen similar to the one below.



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The screen you see before you is the stage for all the action that takes place within Crusaders of the Dark Savant. Each section of the screen will show you a part of this world, from your character's health to the weapons he or she holds in hand.

Across the top of the main play screen, you will see six crystal balls. It takes only a touch of magic to make them come alive, remind the party of a spell in effect or otherwise helping them in their adventure. From left to right, each magic crystal does the following:

ENCHANTED BLADE: Empowers swords with an extra “umph” so that it's easier to hit the monsters and penetrate their armor.

ARMORPLATE: Provides magical armor protection to the party by lowering everyone's armor class.

MAGIC SCREEN: Gives the party extra resistance to magical spells by reducing the power or effectiveness of magical spells that come the party's way.

DETECT SECRET: Magically detects the presence of hidden items, unseen passages, and the like, and “blinks” when your party passes such mysteries.

DIRECTION: Gives the direction (north, south, east, west) the party is facing.

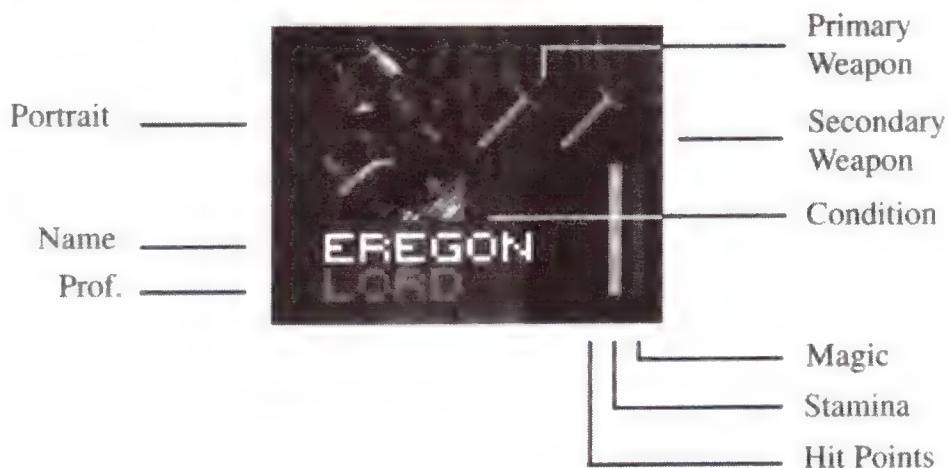
LEVITATION: Lifts the party several inches off the ground and provides protection from falling into things such as pits (every little bit helps when you fall on your face). It also augments a character's climbing skill. Of course, Levitation will not save your party if they wander off the top of a mountain.

Each time your magic user casts an adventuring spell, a crystal ball glows with its power. There are numerous spells you can cast to achieve this effect, and all are described in the Magic Spells section of this manual.

In the center of the Wizardry screen, you will see the action window. Absolutely everything that happens on, in, and around Lost Guardia will happen within this window.

CHARACTER ICONS

To the left and right of the action window are your characters' icons, complete with all their vital statistics.



First, you will see your character's portrait and below it, his or her name and profession. To the right, Wizardry shows you the primary and secondary weapons currently equipped; a plain hand indicates the character is using his hand as a weapon, has no weapon at all, or is using a weapon that requires both hands.

Just beneath each character's weapons is his or her current condition. With any luck, your character will be OK, and therefore have no condition displayed. However, there are many maladies within Wizardry that can affect characters in one way or another; each is fully explained in the Player Character section of the manual. Should one of your characters become so afflicted, the malady's icon will appear.

The most important parts of your character's icon are the three bars that indicate his general well being. Each bar represents a percentage of the total amount of health, stamina, and magic power available to the character.

The left (or red) bar in your character's icon shows your character's current health or hit points remaining. If he or she gets hurt, the bar will drop. A quick healing spell can restore your condition.

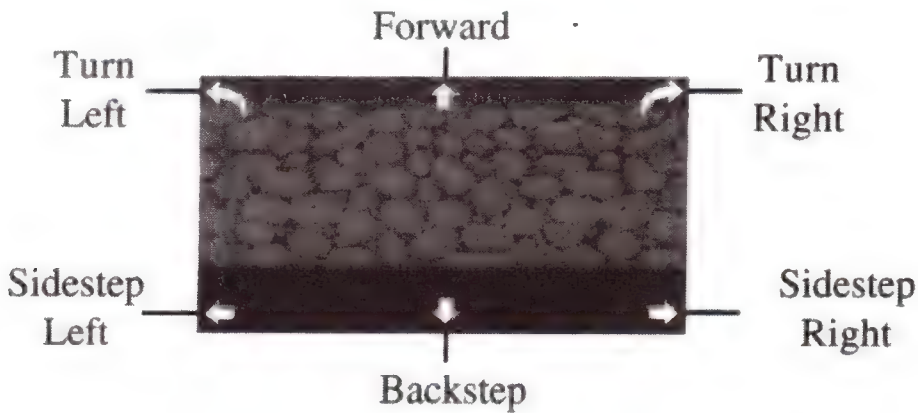
The middle (or yellow) bar reflects the character's current stamina. As a character becomes tired, the bar drops. A few hours of sleep can generally fix him up.

The right (or blue) bar rises and falls to show your character's current, overall magical power. As each spell is cast, the bar falls. An evening or two of sleep will rejuvenate his or her spell power. A character who possesses no magical power will always be at 100% — but that's 100% of nothing.

MOVEMENT

To move through the world of Wizardry, place the mouse cursor in the center area of the Adventuring screen. The cursor will turn into an arrow. Click the mouse to move in the direction of the arrow.

There are three methods of movement in Crusaders of the Dark Savant. Turn, Sidestep, and Climb. Two of these methods, turn and sidestep, are available all the time and directly through the arrows. The third method, climb, is available only when you see a ladder you would like to climb up or a pit you would like to climb into.



TURN: The top three arrows represent Turn movement. Turn allows your party to turn in the direction of the arrow pressed or, for the arrow pointing upward, advances your party one step forward. If you turn to the right or left, you occupy the same space, but face in the corresponding direction.

SIDESTEP: The bottom three arrows represent Sidestep movement. Sidestep allows your party to move over one space or backward one space in the direction of the arrow pressed. Your party will still be facing in the same direction as you were before taking the step. For example, if your party is facing North, and you select the left arrow, your party would move one space to the left, but still face North. Sidestep is very helpful when you are searching long walls or dense forests for secret entrances.

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CLIMB: A ladder or another object that can be climbed requires Climb movement. When you come across a pit, for example, click on it, and down your party goes. Be warned, however. Before you go down into pits that are home to who knows what, save your game.

PARTY OPTIONS

As you explore Lost Guardia, you will occasionally need to cast a spell, take a nap, or use an item. Within the bar at the bottom of the screen, you will find icons for all these options.



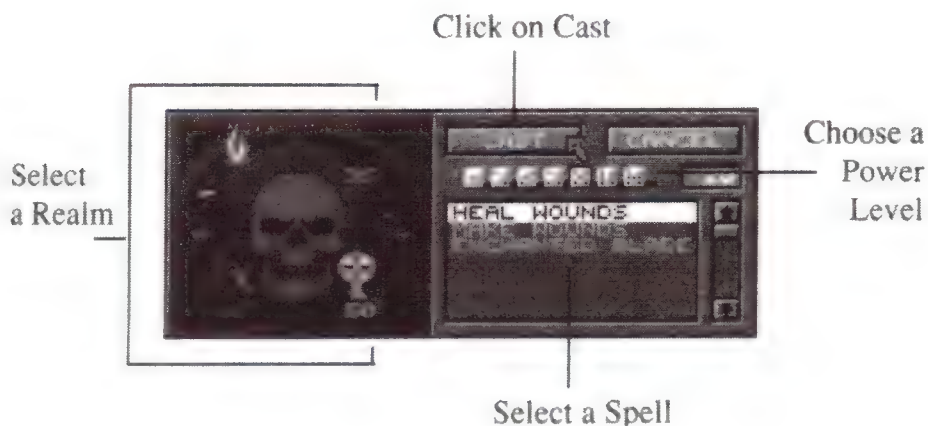
Spellbook Use Open Rest Search

Use

Just like Use in a character's review screen, this option allows you to put certain items, like keys and potions, into action. To use an item, select the option, and a character who has the item you would like to use. Wizardry will then ask you to select the item. If the item you select has no particular use at that time, then "No Effect" will be displayed. Other items, like books, can be used only when reviewing your character.

SPELLBOOK

Shortly after your party stumbles through a patch of thorny roses, you might need to cast a healing spell or two. Select the spellbook to do so. Of course, you may select the spellbook to cast any spell - adventuring, healing, or even damage spells (if you want to fireball a tree, but it's not recommended). For more information on the spells available and casting of spells, see the Magic Spells section of this manual.



Search

You are walking down a pleasant path when you notice what appears to be recent excavation - your Ranger tells you something is buried in the ground below. Whenever you feel so inclined, select Search to check the party's immediate area: the wall or tree you are facing, the floor you are standing in, and the dirt below.

Sometimes you will find your bounty purely by intuition. However, unless you are a psychic (you found Elvis), a character skilled in scouting is a great help. Magic users also offer assistance in the form of the Detect Secret spell. Like a magical scout, Detect Secret scans the party's area and looks for anything out of the ordinary. When your magic user casts Detect Secret, one of the crystal balls along the top of your screen will begin to glow with a knowing eye. When the eye twinkles, search the area right away. Although you may not necessarily find an item, a twinkle definitely means something is up.

OPEN

Whenver your characters come across a locked door or a secured treasure chest, select the Open option to get into its goodies. Depending on what you are trying to open, your characters will have several options. See the Locked Doors or Treasure Chests section of this manual.

Rest

After a hard day's adventuring, there's nothing quite like a campfire to soothe the soul. Whenever you select the Campfire icon, your characters bed down for the night. As they rest, they replenish some of their stamina, cure their wounds, recoup some from nasty conditions and replenish a portion of their magical power. Each occasion your characters are able to fully rest, they receive approximately eight hours of sleep along with all its benefits. You may wake your characters early by clicking the mouse.

Of course, resting isn't always a wonderfully peaceful occasion. Occasionally, just when your characters are getting comfortable, a group of monsters may notice them. Before you know it, they're kicking up the bed sheets and combat begins. With all the rustle, some members of your party may wake up to participate in combat. However, the other characters, the really sound sleepers, may remain asleep. Your magician might be able to help in such situations by casting the Watchbells spell.

Warning: If you have a poisoned, diseased, or cursed character in your party, try to cure the character before you rest. Some poisons, diseases, and curses are so strong that they will kill the character before the neutralizing effects of sleep have a chance to work.

Caution: As your party sleeps and dreams of sugarplums, other creatures may be on the move. Of you are hot on the trail of an important item or lead, you may want to stay awake. You can do so with food or Stamina, Restfull, Heal Wounds, or Healfull spells.

Moving Characters

Sometimes, a member of the front line becomes injured or incapacitated, and you will want to move him or her to the rear to recuperate. To do so, just select the character's name. Next, Wizardry will ask you to select another character. When you do, the two will change places.

DISK OPTIONS

For all those non-fantasy activities, select Disk Options from the File menu. Here, you can save your game, load it, or perform other disk options.

RESUME PLAY: Takes you back to game play without saving the game or making any other changes.

SAVE GAME & RESUME: Saves your characters' progress to disk, and brings you back to game play. As all Wizardry veterans know, saving your game is an essential part of a good gaming strategy. Just in case your party dies or falls into a deep pit, you will have your save game to rely on. Each time you save your game, Wizardry will allow you to give your save game a file name (or to keep the same name) and a folder or directory. Refer to your Quick Reference Card for further information.

Warning: When Wizardry saves your game, it overwrites a previous save games with the same name. You may want to use different file names or different disks to preserve older save games.

SAVE GAME & QUIT: Saves your characters' progress and returns you to the Master Options menu. From there, you can quit the game or select Load Savegame to begin play again. Just like the Save option above, you can tell Wizardry where to save your game and what to name the file. Refer to your Quick Reference Card for further information. If you save your game to a floppy disk, it must be formatted ahead of time.

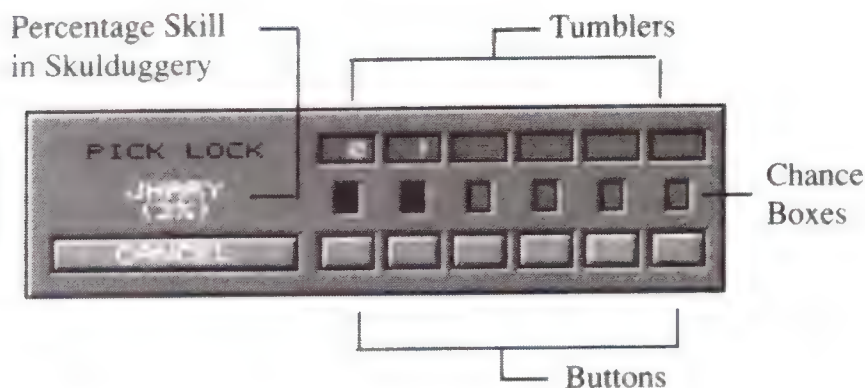
QUIT - NO SAVE: For those dreaded times when your party meets something that's just too much to handle, select this option. Wizardry will return you to the Master Options menu and forget about whatever happened.

LOCKED DOORS & TREASURE CHESTS



Locked Doors

Your thief, or any character skilled in skulduggery, pulls a bundle of tools from his back pack, sets them beside the door, and begins to shuffle the lock's tumblers. Across the top of the Pick Lock window, you will see these tumblers shifting, falling into and out of place. Depending on the complexity of the lock, it may have one or more tumblers.



As the tumblers shift, the chance boxes below change color to reflect the current position of each tumbler. When a chance box is green, the tumbler is in the proper place - press its button to keep it that way! Once you have successfully calibrated each tumbler, the door will open, allowing your party to get into the goods.

Occasionally, however, you may flip a tumbler when it's yellow and slightly out of whack. In most cases, the tumbler will begin to shift again, allowing your thief another chance. On the other hand, if the tumbler is red and totally out of place, you will likely fail in your attempt; there's also a chance the tumbler may jam in the lock! If that happens, you won't be able to pick the lock, and without the strength of tyrannosaurus rex, it will be hard to force it open. Of course, magicians can provide assistance if they have learned the Knock-Knock spell, or one of your characters may have a key to let you in.

Keys & Other Goodies

Sometimes you will need a special item or a key to open a door. If you happen across such a door, and you think you have a key or a special item handy, select the Use option to open it. Wizardry will ask you to select the character with the item followed by the item itself. If you are successful, the door will open.

FORCING A DOOR OPEN

Stepping toward the door, your party prepares to smash it from its very hinges. As soon as you press against the door, you will see the combined strength of your party against that of the door. Green (light) shows the measure of your party's strength. As the party presses against the door, their strength grows and occasionally slips as the struggle continues. Red (dark) indicates the strength of the door, its lock, and the hinges that hold it in place. When the party's strength exceeds that of the door, click Heave to give it that final shove. You're in! Eventually, if your characters strain long enough, they will slump to the floor, entirely exhausted.

Of course, there's always a chance that your final heave may be less than you expected it to be. Unlike picking locks, if you fail to force the door open, it will not jam.

Knock-Knockin' on the Door

If you can't seem to find the right item, the door is jammed, or your thief isn't doing so well, there's still a chance that you can open a locked door. Select the Spellbook option. Next, choose a character who has the Knock-Knock spell. Cast the spell (remember the power of the lock on the door when you are casting your spell), and hopefully, if the spell power is enough, all of the monsters' efforts to keep you out will have been in vain.

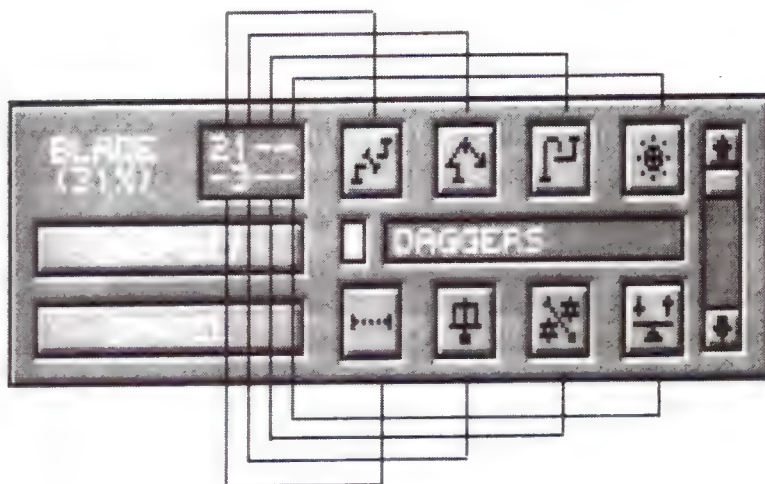
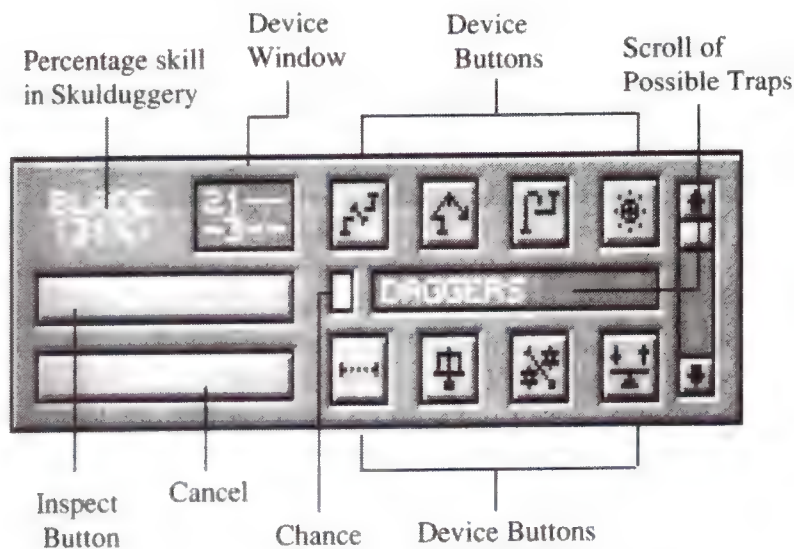
Knock-Knock also works to open jammed doors. When you cast Knock-Knock, you will see either "Success" or "Failure". If it's the latter, try increasing the power level. However, if you see "Jammed", it means you encountered a magically jammed door, against which Knock-Knock is powerless. You will need a special item to open it - or you may never get in.

TREASURE CHESTS

The Nature of a Trap

Traps on Lost Guardia are a tricky lot. However, through magic or skill, these devices can be manipulated allowing the party to get into the chest without pesky complications.

For the most part, traps on treasure chests consist of several devices. These devices are rigged in such an order that, well, when an unsuspecting creature opens it - BLAM! Those studied in Skulduggery, however, can recognize the trap, how it's assembled, and ultimately, how to disassemble it.

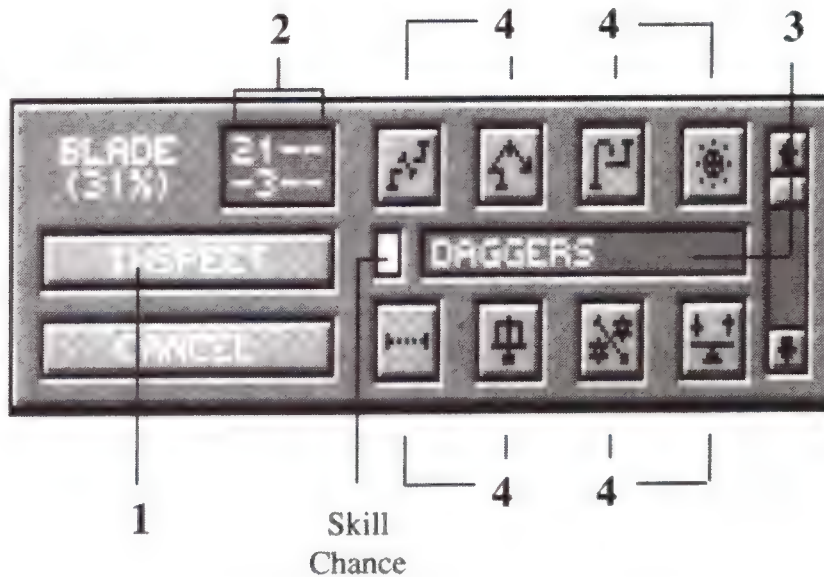


Each symbol in the Device Window corresponds to a particular device button.

Step By Step

For a well-trained looter, the Disarm option is the gateway to a chest's bounty. When you select Disarm and a character to do the pilfering, you will see the Disarm box below.

Each numbered step on the picture corresponds with its numbered paragraph.



1. Click Inspect and hold the mouse button down. While you do, your thief looks at the trap, checking its devices and their arrangement. Skill plays a part in inspection, too. You will see the colored box change showing a reflection of your thief's skill:

GREEN & YELLOW: You will do as well as your skill level allows.

RED: You will set the trap off!

2. With Inspect still down, look at the contents of the device window. It helps to write down what you see. Here's what the symbols mean:

Symbol	Means
*	Part of the trap
-	Not part of the trap
?	May be part of the trap

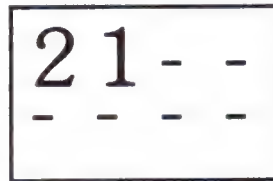
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With information in hand, scroll through the list of possible traps to see which one is closest to your thief's inspection pattern. For example, if your thief's Inspect revealed this:



... it shows that he believed that the first two devices were attached, and that he was certain the rest were not involved. So, scrolling through the list, look for a trap pattern window that matches (or at least comes close)...

The first two devices are attached



4. Using the device window as a guide, follow the numbers to disarm the trap. For example, if the device window shows a "1" for the second device in the top row, press that button first, then the button marked "2" and so on. Of course, just like an inspection, luck and skill play a part. You will see their combination in the color box:

GREEN: You will deactivate the device successfully.

YELLOW: You will not deactivate the device, but won't set it off, either.

RED: You will set the trap off!

If your character is successful in deactivating each of the trap's devices, the chest will no longer post a danger and will open.

On the other hand, if your character bungled the disarming, or if the trap wasn't what you expected, you may set the trap off. If it doesn't blow up, try disarming it again or simply leave the chest alone, though you won't get the loot.

Open

If you suspect there is no trap on a chest, or if you are feeling really adventurous, you can just yank it open. If there is a trap present, however, it will most certainly blow up! So, you should always select Disarm and Inspect a chest for traps first.

Spell

As with many things, magic comes in handy when you are dealing with a treasure chest. Divine Trap, a magical mental probe of the trap's gizmos, greatly enhances everyone's ability to inspect the trap and to determine what's active inside. Select the Spellbook, a character with this spell, and then choose Divine Trap and its power level. After Divine Trap is cast, subsequent inspections will reveal more about the trap.

Knock-Knock also allows you to get to the goodies inside a chest, but a bit differently than Divine Trap. By magically altering the chest's lock and neutralizing the trap inside, Knock-Knock attempts to open the chest directly. You don't even need to know what the trap's name is! However, there is a percent chance that Knock-Knock will fail in its attempt to open the chest and set off the trap in the process.

Use

Some items within Wizardry allow you to open a chest without the hassle and potential danger of disarming its lock. If you believe have such an item, select Use. Next, select the character with the item followed by the item itself. If the item is successful in its attempt, the chest will open.

Divvying Your Loot

After you have opened a treasure chest (for better or for worse), each member of your party may receive a portion of its bounty. Select any item you are interested in, and character to receive the item. If there is more than one item in a chest, simply repeat the process. Of course, if you want to leave an item behind, you may select "Leave" at any time to drop the item to the ground.



COMBAT

Your party leisurely wades at the bank of a river, resting some from the day's activities. It is shortly thereafter that your thief screams as he's pulled deeper and deeper into the clouded waters. Welcome to combat.

Well before your party wandered to Lost Guardia, creatures of all kinds called this locale their home. You will find them waiting behind doors or see them lurking about dark recesses. As you may have anticipated, a meeting between a group of monsters and your party is frequently without milk and cookies. However, a combat situation comes with fun and challenge -- and plenty of it.

IDENTIFYING YOUR OPPONENT

Most of the time, you will only be told what the monsters look like, not what they really are. For example, you may encounter an "Unseen Entity" but you won't know whether it's a ghost or a flying bed sheet. Characters who have studied mythology have the best chance of identifying the monsters' true identity.

The Course of Action

Combat proceeds in rounds. Each round, both you and the monsters select a course of action and Wizardry acts as the mediator of the action. Combat is over when either side runs away or is totally defeated.

When you come upon a group of monsters bent on stopping your party in their tracks, each of your characters will have several options. These options are based on the character's class, skills, weapons, and position in the party. So it's likely that each character's combat options will be slightly different than his or her fighting mates.

SELECTING YOUR OPPONENT

Sometimes, you will encounter only a single group of monsters. Other times, you will think you have walked into their family reunion!

When you encounter more than one group of monsters, select your opponents by clicking on their group in the monster listing. Until the opponent runs away or dies, the group you select will be your “default” target. Of course, you can always select another group. Depending on the character’s position in your party and the length of his or her weapon, some monsters may be out of reach.

FIGHT

Swords are drawn and shields are readied. The Fight option pits your characters against the monsters in hand to hand, armed combat. Their weapons, strengths, and weaknesses also come into play. Of course, skills and hundreds of other factors also play a part in the attack.

When your character opts to fight and swing her weapon at a monster, three different questions are raised:

Did she hit the monster? Her chances of hitting a monster are known as “To Hit.”

If she hit the monster, did she penetrate its armor or skin? Her chances of cutting through these layers is known as “To Penetrate.”

If she penetrated its armor or skin, was any physical damage done? Known as just plain “damage”, it’s the bottom line.

Depending on your characters’ skills and weapons, you may be able to choose from one of several methods of fighting. The method you choose is called a fighting mode. (To see which modes your weapons use, Assay them.) Each mode has its own strengths and weaknesses, and relies heavily on the Weaponry skill of its user.

The basic mode is a Swing, a side-to-side slicing blow. The chart on 444 page compares the other available fighting modes to the Swing in three areas:

TO HIT: The likelihood characters will hit a monsters with their weapon. For example, if characters select melee, they swing wildly hoping to hit something. Obviously the odds to hit are down when you are not really looking where your weapon is going. Yet, a Swing, covering a wide arc and with direction has a good chance of a hit.

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TO PENETRATE: The likelihood your character will penetrate the monster's armor after a successful hit has connected. For example, a direct Thrust into a monster's leather armor has a better chance of penetrating it than a glancing Swing.

DAMAGE: Once a blow has successfully hit the monster and penetrated its armor, the damage column compares the actual amount of physical damage inflicted upon the monster. For example, while odds to hit a monster are down with a "Melee" attack, if you connect, Melee does double damage!

As compared to Swing	To Hit	To Penetrate	Damage
Thrust	-2	+2	+1
Bash	Same	-1	*
Melee	-4	-4	Double
Throw	-1	+1	Same
Punch	+1	-1	Same
Kick	-2	Same	+2*
Lash	+2	-2	Same
Shoot	Same	+2	Same

*damage inflicted is directly affected by the character's strength.

For characters with the Kirijutsu skill, any fighting mode may deliver a critical kill. For Monks and Ninja fighting with their hands or feet, the Punch and Kick modes also have a chance of delivering a critical kill.

RANGED WEAPONS

With all said and done, the character is ready for action. Crusaders of the Dark Savant, acting as game master, calculates the character's performance (over one hundred calculations are completed), and reports damage your character has caused.

Certain weapons allow characters to fight monsters far away (long range); other weapons require close contact (short range). Wizardry will allow you to select any monster group. However, you will only have the Fight option available if they are within the range of your weapon (see the chart below). Monsters' weapons have their own ranges, too.

Range Allows	Members to attack	Groups
Short (S)	1-3	1-2
Extended (E)	All	1-2
Thrown (T)	All	1-3
Long (L)	All	All

Multiple Attacks and Strikes

While in the fight mode, your character may attack a monster more than once, and may hit the monster several times in a single attack.

MULTIPLE ATTACKS: After attacking a monster with a primary weapon (the primary attack), a character with speed or experience and skilled in Weaponry may have a secondary attack. Your character would have two separate attacks in a round! Well-trained warriors can have up to four attacks in a single round, 2 primary and 2 secondary. If characters hold a two-handed weapon or a shield, then they can have, at most, 2 primary attacks; there's no hand left to hold a secondary weapon. Without a secondary weapon, the secondary attack is forfeited.

MULTIPLE STRIKE: Dexterous characters, or those that are experienced, may be able to swing more than once during an attack. When characters get a multiple strike, you will hear the swing of the weapon more than once, testifying to your character's finesse.

PARRY

Parry allows your character to take a defensive or passive role in combat. But remember, they are still quite involved. The characters may be hit, and under certain circumstances, they may hit back.

BLOCK: Allows characters to use their shield skill to protect against attacks. Block is useful for characters whose weapons are not within a monster's range. To select this option, the character must have a shield equipped (without a shield, this option will not appear). The effectiveness and success of a block, however, depends on the character's shield skill. A character who blocks cannot be hit for double damage.

DODGE: Being extremely watchful of all weapons, spells, and missiles and, when the time comes, moving aside for them. While dodging, the

character is harder to hit, and cannot be struck for double damage.

GUARD: Waiting for the monsters to attack, and giving them a bit of their own medicine if they do. If a character is on guard, and a monster does attack, he or she will jump out, regardless of the position in the party, and attack the monster right back. Guard is useful for flying animals, such as bats, who can attack anyone, or for characters who cannot normally reach the monsters. When a character is on guard, his or her armor class stays the same.

REST: Catching your breath. A resting character will recoup some stamina, but he or she will be much more vulnerable to attack while resting. This option is useful if there is little danger or if the character is about to pass out anyway (if your character passes out, it's typically for a while). Rest them before they collapse, and they'll definitely have enough stamina to get through the next round.

HIDE

Characters with the Ninjutsu skill can attempt to hide from monsters during combat. If they successfully hide, they can remain hidden or ambush the monsters. Since the monsters weren't expecting an attack, they are easier to hit, and if hit, they incur quite a bit of damage. Characters may remain hidden even after they launch a surprise attack especially if they're able to kill an opponent before it screams to its companions.

Spell

You are hoping to heal a character of a pesky poison, or perhaps you are determined to turn a ferocious giant into dust. When you select Spell, you will see your character's spellbooks. Choose the realm, the spell, its power level, and it will be cast against the party you are currently targeting. For healing spells, you will need to select a character. The spell will be cast sometime during the round of combat. Remember, some spells attack only one monster within a group while others attack several groups. Check out the Magic Spells section of this manual for further information.

USE

Certain items within Wizardry have the power to cast spells or perform magical feats in other ways. You may use these items in combat against your opponents or for the benefit of your party by selecting the Use option. Of course, a character who decides to use an item should have a reasonable level

of skill as well. The Scribe skill, for instance, comes into play when using scrolls. The Artifacts skill is used for invoking the powers of magically charged items. The Music skill is used by the Bard whenever he or she plays an enchanted instrument.

When you opt to use an item, a list of your character's possessions will appear. Select the item you wish to use. Depending on your character's Scribe, Music, or Artifact skill, there is also a chance the item's power could fizzle out or backfire on your party.

Breath

Dracons, because of their genetic makeup, are able to breathe acid upon their opponents. Select this option to invoke the Dracon's inborn ability. Breath attacks require a lot of stamina, so be careful not to exhaust the Dracon.

Run

On occasion, you may encounter something that's just too tough for your party to handle. When you do, the Run option may be your only hope. Your characters won't get any experience points for the combat, but they may come out with their lives. Even if one character selects Run, the whole party will follow. Characters who are running have their backs turned to the monsters, so it's easier for the monsters to hit them, and if hit, characters may take extra damage. Monsters may also block your characters' escape route, and the party will have to continue combat or attempt another getaway. Even if your party escapes, there's a chance that they may run into another group of monsters.

A good strategy for potential sprinters - keep your fighting characters fighting while those in the rear run. As they do, the fighters defend their back, and may save you and your group lots of potential damage.

MOVE

Occasionally, characters may become hurt or fall asleep, and because of their malady, they are unable to fight or protect themselves. The Move option allows you to put a strong and healthy character in front of an injured one to protect him or her. You may also move a strong character from the back ranks to the front to deliver a deadly blow. When characters move, they may move to any position. If they advance, all of the characters behind their new position will retreat one rank. On the other hand, if a character retreats, everyone moves ahead by one slot. Moving requires extra stamina, and leaves the character prone to monster attack.



Equip

You have accidentally equipped your prize warrior with a toothpick, and it is his primary weapon. Obviously, you will need to do something - equip a better weapon! In cases such as this, select the Equip option. Wizardry takes you to your character's review screen where you can change equipment, drop equipment, Assay items, or take something out of, or put something into, the Swag Bag. Since you are juggling all your equipment in the heat of combat, you are using up valuable stamina and are more susceptible to attack.

Equip is also used by characters who need to reload their firearms during combat. Since the character must first Merge the firearm and its ammunition, reloading firearms occupies an entire round.

While you are equipping, you may view your character's spells, but you may not cast them (use Spell instead). Of course, you can also use Equip to look over your character's statistics and other attributes while in combat.

CANCEL & BACKUP

If you are having second thoughts about your selections, the Cancel option allows you to start all over again, beginning with the first character. Backup, on the other hand, just takes you back to the previous character's selection.

Terminate Game

Strolling down a forest's path, your level 2 characters are greeted by what appears to be the compilation of all your worst nightmares. In one round (or maybe it was one swing, you couldn't be sure), he knocked out your first three characters.

At times such as this, the Terminate Game option is your only recourse. When you select this option, the game ends, and you return to the main menu. Wizardry forgets whatever has happened, and allows you to pick up where you last saved your game.

COMBAT MODIFIERS

Occasionally, your character may become afflicted with one or more maladies. Without question, these conditions can affect a character's performance in combat. For example, a sleeping character can't attack monsters or defend himself - neither can a character who is carrying seven suits of plate mail. These conditions are known as modifiers.

ILLNESSES

The illnesses that afflict your characters as they travel on Lost Guardia can affect their performance in combat. Some illnesses can also make them very prone and open to attack. All of Wizardry's maladies and their effects are fully covered in the Player Character section of the manual.

Encumbrance

It takes strength and stamina to hold up a 20 pound sword. Add that 200 pounds of plate mail, and it'll be a feat if the character moves at all. Encumbrance is what your character faces if he or she carries too much. By reviewing your character, you can see his or her total carrying capacity along with the weight he or she currently holds. Encumbrance affects a character's ability to hit a monster and a character's armor class in the following ways:

Percentage Used of Carrying Capacity	Chance to Hit	Increase in Natural AC*
0% to 49% (gray)	None	None
50% to 66% (gray)	-5%	None
67% to 75% (lt. blue)	-10%	+1
76% to 90% (yellow)	-20%	+2
91% and up (red)	-25% to -40%	+4

*shown in parentheses by the character's armor class. "Review" the character to see its effect.

Statistical Bonuses

Depending on a character's statistics, he or she may excel in certain areas when compared to his or her opponent. For example, suppose your intelligent Monk is battling a dumb ol' rat. The Monk, because of its high intelligence, may be able to outwit the rat in its every move. Likewise, characters who are faster or stronger than their opponents may be able to out-move or overpower

them. Your characters' strength, intelligence, dexterity, and speed as compared to that of the monsters they're battling, may improve their odds, or lower them which somewhat hinders their success.

MAGICAL MODIFIERS

Thanks to genetics, some characters are naturally resistant to certain types of spells. As characters progress, they develop certain resistances and immunities as well. When hit by such a spell, the character may fully resist its effects or may take less damage than the rest of the party. To see which character races offer such resistances, check Appendix A: Character Races.



MAGIC SPELLS

Within the Wizardry world, there are few who do not revere the powers of magic. Some are so taken by its mystery that they devote their lives' study to its ways: the Psionic, Alchemist, Priest, and Mage.

REALMS

There is a total of 96 spells, divided into six different realms that represent the substance of the magical universe: Fire, Water, Air, Earth, Mental, and Divine. Each of these realms gets its power from the "element", such as fire or water, over which it presides. Within the Water realm, for example, you will find a spell to increase a character's stamina (replenishing water to the body), and yet another which freezes water and hurls it in a gust at opponents. A listing of spells by realm and power follows this section.

Fire _____

Water _____

Air _____



_____ Earth

_____ Mental

_____ Divine

Spellbooks

From the six realms of spells, four different schools of magic were formed, each complete with its own spellbook.

The Alchemist sought to use the natural powers of the elements, and learned to mix them together for their healing and combat use. Alchemist spells cannot be silenced. The Ninja and Ranger also practice this form of magic.

The Priest gathered the elemental powers of the divine, and developed spells to heal his fellow man and protect him from enemies. The Bishop, Lord, and Valkyrie also practice this form of magic.

The Mage channeled the elemental forces for their wrath and collected an assemblage of spells which brought the fury of the elements upon his opponents. The Samurai, Bard, and Bishop also practice this form of magic. The Psionic fathomed the powers of the mind, and learned to use its wonder for both healing and damaging means. The devout Monk also practices this mental art.

An individual listing of each spellbook follows the realm listing. Each spellbook has been alphabetized for easy lookup and use.

LEARNING SPELL LEVELS

Each realm is broken down into seven spell levels (level 1 Earth spells, level 2 Earth spells, and so on). Your spell casters typically learn one level at a time, but may occasionally learn a level 2 spell before learning all of level 1. Generally, a spell's level represents its complexity, overall power, and difficulty to cast. The more skilled your magic user in his or her area of interest, the higher the level of spells they can learn.

Casting Power Level

Each spell has seven different power levels that are used when casting the spell. In general, the higher the power level, the more powerful the spell and the more skill required to cast it (Oratory). For damage-oriented and healing spells, the power level will affect the amount of damage or healing done. For other spells, such as Knock-Knock or Direction, the power level of the spell will increase its effectiveness or duration.

SPELL POWER COSTS

For each spell your character learns, he or she will be given a certain amount of spell points. These points, in turn, are used to cast the spells. When your magic user casts a spell, he or she must have enough spell points available to fire it off. As a spell increases in power, it also increases in cost and requires more Oratory to intone. For example, if a spell cost 5 points for power level 1, then it would cost 10 points for power level 2, and so on.

Affects & Effects

Some spells attack only one monster or help only one character. Others can encompass all opponents or affect the entire party. In the list of spells which follows, the affected person or group(s) are listed. Some monsters may not be affected or only partially affected by a spell. If it's an "all or nothing" type spell, there may be no effect at all. Lastly, just like your characters, some creatures are resistant to certain types of spells. For example, an Ice Giant probably wouldn't be affected by an Iceball spell (unless the laughing did him in).

SUMMONING SPELLS

Your lead fighter has two hit points left, your mage has fallen asleep, and your priest is too insane to do much about it. With the last bit of power he can muster, your Psionic fires off an Illusion spell. And ... voila, a Greater Demon appears - at your service! With a flick of his giant, fiery hand, your enemies are but a bad memory.

For just such reasons, summoning spells are a favorite among Lost Guardia's magic users. These spells allow you to summon a monster from another plane to fight for your party. Once you have summoned one group of monsters, however, you may not summon another group until the first group dies or the encounter ends.

Summoned monsters can be extremely useful to your party. Sometimes, an attack originally meant for your characters will strike the summoned group of monsters... saving you the pain, rest, and healing spells necessary to recover.

Oratory

One of the most important skills of the spell caster, Oratory is the practice of successfully reciting a spell while under the duress of combat. A character proficient in oratory should be able to zip off a deadly spell while simultaneously dodging a sword's blow.

However, characters with poor oratory or bad luck may backfire or fumble a spell. When a spell backfires, it attacks the party instead of the monsters! So, if you cast a Magic Missile and fumble its incantation... b o o m. Your characters will be affected just as if the monsters had cast it on you.

Casting a Spell

There are six steps to casting a spell. As you complete each part, you will see the cursor blinking at you to indicate the next course of action.

Select the "Spellbook" option.

Choose a realm

Select a spell

Set the power level

Select Cast

Give the spell a target (a character, a monster, a group, an item, etc.)

Your spell casters must study to learn more spells. When your spell casters gain a level, be sure to add skill points to their area of proficiency. Some classes, such as the Samurai, are both warriors and spell casters. Be careful not to neglect their fighting skills in lieu of spell power.

FIRE SPELLS

Energy Blast

Cost: 2

Caster: MAG

Affects: 1 Creature

A jolting spark of electric energy doing 1-7 hit points of damage per power level.

Blinding Flash

Cost: 2

Caster: ALC

Affects: 1 Creature plus power level

A giant flash of light that may temporarily blind opponents.

Psionic Fire

Cost: 4

Caster: PSI

Affects: 2 Creatures plus power level

A fiery burst of mental power doing 1-8 points of fire damage per power level.

Fireball

Cost: 6

Caster: MAG

Affects: 3 Creatures plus power level

Blazing fireballs that burn opponents and can do 2-10 hit points of fire damage per power level.

Fire Shield

Cost: 8

Caster: MAG

Affects: Party

Creates a barrier impervious to fire that protects the party from fire-type spells.

Dazzling Lights

Cost: 6

Caster: PSI

Affects: 1 Creature plus power level

A spectacular display of various luminous effects causing victims to suffer one or more maladies.

Fire Bomb

Cost: 8

Caster: ALC

Affects: 4 Creatures plus power level

An exploding, incendiary spell that does 3-9 points of fire damage per power level.

Lightning

Cost: 8

Caster: PRI

Affects: 3 Creatures plus power level

A bolt of electrical energy hurled at the opponents doing 1-10 hit points of electrical damage per power level.

Prismic Missile

Cost: 9

Caster: MAG

Affects: 3 Creatures plus power level

Also known as Dancing Lights and Rainbow Rays, the various spectrums may affect creatures in many different ways.

Firestorm

Cost: 12

Caster: MAG

Affects: Cloud

A sweeping cloud of fire that lasts for several rounds and burns all creatures within it. Creatures affected, duration, and damage done all depend on the spell's power level.

Nuclear Blast

Cost: 16

Caster: MAG

Affects: All creatures

A miniature fusion bomb. This spell burns all creatures and does 5-25 hit points of fire damage per power level.

WATER SPELLS

Chilling Touch

Cost: 2

Caster: MAG

Affects: 1 Creature

A freezing blast of cold which does 1-6 hit points of cold damage per power level.

Stamina

Cost: 2

Caster: PRI, ALC, PSI

Affects: 1 Character

Replenishes some of the character's stamina keeping the character awake or allowing him or her to go without sleep for a longer period of time. Amount of stamina replenished depends on the power level of the spell.

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Terror

Cost: 3

Caster: MAG, PSI

Affects: 1 Group

Evokes fear and terror in creatures and may reduce their ability to fight or cause them to flee.

Weaken

Cost: 4

Caster: MAG, PSI

Affects: 3 Creatures plus power level

Physically drains the creatures, making them vulnerable to attack, causing them to fight and react poorly, and lowering their resistance to most spells.

Slow

Cost: 4

Caster: PRI, PSI

Affects: 3 Creatures plus power level

Slows creatures down. They can't move as fast to hit you and are easier to hit themselves.

Haste

Cost: 5

Caster: PRI, PSI

Affects: Party

Speeds up characters' movements by giving them extra energy. Also helpful to counteract a Slow spell.

Cure Paralysis

Cost: 6

Caster: PRI, ALC, PSI

Affects: 1 Character

Attempts to cure one character of paralysis. Success depends on the extent of paralysis to the character's system versus the power level of the spell.

Ice Shield

Cost: 8

Caster: MAG

Affects: Party

A barricade which resists the effects of cold and protects the party from cold and cold-type spells. Strength and duration of the Ice Shield depends on the power level of the spell.

Restfull

Cost: 8

Caster: PRI

Affects: Party

A gentle spell that restores a portion of stamina to every member of the party. Stamina recouped is relative to the power level of the spell.

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Iceball

Cost: 8

Caster: MAG

Affects: 4 Creatures plus power level

A flurry of stinging ice balls which cause 3-12 hit points of ice damage per power level.

Paralyze

Cost: 5

Caster: PRI, PSI

Affects: 1 Creature

Attempts to solidify all water in a creature's body. Duration and success depends on the power level of the spell relative to the power and amount of body water in the creature.

Superman

Cost: 7

Caster: PRI

Affects: 1 Character

Empowers a party member with a heroic boost of energy allowing him or her to fight with the power and finesse of a hero.

Deepfreeze

Cost: 6

Caster: MAG

Affects: 1 Creature

Attempts to freeze a creature's bodily fluids solid doing 3-39 hit points of severe ice damage per power level.

Draining Cloud

Cost: 8

Caster: ALC

Affects: Cloud

Surrounds creatures in a mystical cloud that attempts to drain their lifeforce every round they remain inside the cloud. Duration and power of the cloud are relative to the spell's power level.

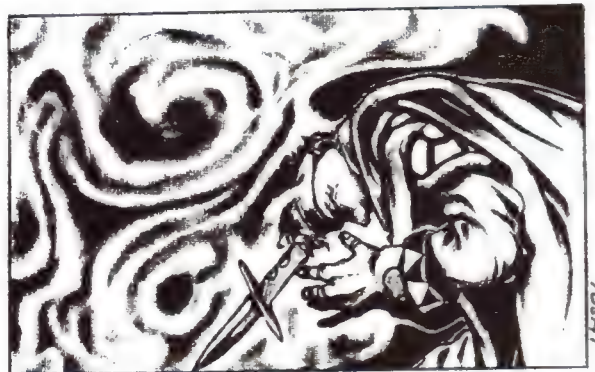
Cure Disease

Cost: 12

Caster: PRI, ALC

Affects: 1 Character

Attempts to cure someone of disease and its effects. Success depends on the strength of the disease relative to the spell's strength.



AIR SPELLS

Poison

Cost: 2

Caster: ALC

Affects: 1 Creature

Turns the air poisonous around the creature and causes 1-5 hit points of damage per power level plus poisoning. Strength of the poison is relative to the power level of the spell.

Missile Shield

Cost: 5

Caster: MAG

Affects: Party

Hardens the air around the party forming a shield that protects characters from missiles, arrows, hurled weapons, etc.

Shrill Sound

Cost: 4

Caster: MAG, PSI

Affects: 1 Group

Whips the air creating a high frequency pressure wave the blasts the creatures with 1-5 damage per power level.

Stink Bomb

Cost: 8

Caster: MAG, ALC

Affects: 3 Creatures

An odorous cloud of stinking fumes that can cause 1-6 hit points damage per power level and may make them feel nauseated.

Air Pocket

Cost: 8

Caster: MAG, ALC

Affects: Party

Protects the party from air spells such as stinking clouds and suffocation by creating a pocket of fresh air around the party. Strength and Duration of the pocket are relative to the power level of the spell.

Silence

Cost: 4

Caster: PRI, PSI

Affects: 3 Creatures plus power level

Causes air around creatures to stop transmitting sounds, thus preventing them from casting spells. Strength and duration are relative to the power level of the spell.

Poison Gas

Cost: 7

Caster: ALC

Affects: Cloud

Poisonous cloud that lasts several rounds and surrounds the creatures in the gas. Creatures inside the cloud suffer from poisoning and damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

Cure Poison

Cost: 8

Caster: PRI, ALC

Affects: 1 Character

Attempts to cure one character of poisoning. Success depends on the strength of the poison relative to the strength of the spell.

Whirlwind

Cost: 8

Caster: PRI

Affects: 3 Creatures plus power level

A swirling tornado whipping around the creatures and blasting them with 1-7 hit points damage per power level.

Purify Air

Cost: 10

Caster: PRI, ALC

Affects: Party

Tries to clear the air of any dangerous clouds like Poison Gas and Firestorm. Success depends on the amount and strength of the clouds relative to the spell's strength.

Deadly Poison

Cost: 8

Caster: ALC

Affects: 1 Creature

May kill a creature outright or does extremely heavy poisoning plus 3-15 damage points per power level.

Levitate

Cost: 12

Caster: MAG

Affects: Party

Creates a 3-inch cushion of air underneath party helping to prevent or reduce damage in case they fall. Duration of the spell is relative to the power level of the spell.

Toxic Vapors

Cost: 8

Caster: ALC

Affects: Cloud

A giant, stinking cloud of vapors that surrounds the creatures and causes 2-6 points of damage per power level of the spell.

Noxious Fumes

Cost: 10

Caster: MAG, ALC

Affects: 3 Creatures plus power level

Horrid smelling torrents that blast the creatures' noses and cause 1-6 hit points damage per power level plus nausea.

Asphyxiation

Cost: 12

Caster: MAG, ALC

Affects: All groups

Swallows air around creatures leaving none to breathe. Chance of creatures' death depends on their ability and need to breathe, strength, and susceptibility relative to the strength of the spell.

Deadly Air

Cost: 16

Caster: ALC

Affects: All creatures

Makes air surrounding the creatures entirely unbreathable and causes 4-16 hit points damage per power level.

Death Cloud

Cost: 20

Caster: ALC

Affects: Cloud

Black vapors that engulf a group of creatures and attempt to kill them outright. Every round creatures remain in the cloud, there is a chance they will die.

EARTH SPELLS

Acid Splash

Cost: 2

Caster: ALC

Affects: 1 Creature

A rushing wave of bubbling acid that causes 1-7 hit points of damage per power level.

Itching Skin

Cost: 2

Caster: ALC

Affects: 2 Creatures plus power level

A sprinkle of powder that causes the creatures' skin to itch. It also irritates the creatures and lessens their ability to attack and defend.

Armor Shield

Cost: 2

Caster: MAG

Affects: 1 Person

Creates a magical shield in front of the person, lowering his or her armor class by one point per power level.

Direction

Cost: 2

Caster: MAG

Affects: Party

A magical compass that shows the direction the party is facing (N, S, E, or W). The duration of the spell is relative to the power level.

Knock-Knock

Cost: 6

Caster: MAG, PSI

Affects: Locked Doors and Treasure Chests

Magically alters the lock on a door (jammed or not) or a chest in an attempt to unlock it. When used on a chest, there is a percent chance that it may set the trap off.

Blades

Cost: 6

Caster: PRI, PSI

Affects: 3 Creatures plus power level.

Hurls slicing razor blades through the air doing 2-8 points of damage per power level without providing a nice clean shave.

Armorplate

Cost: 6

Caster: PRI

Affects: Party

Creates a magic armor plating around the party, protecting them and lowering their armor class. Duration and strength depends on power level.

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Web

Cost: 7

Caster: MAG, PRI

Affects: 1 Creature

Attempts to capture 1 creature in a sticky web slowing or halting its movements or attacks. Success depends on the strength of the creature relative to the power level of the spell.

Whipping Rocks

Cost: 7

Caster: MAG, ALC

Affects: 1 Group

A vortex of rocks sailing toward a group of creatures doing 1-6 damage per power level.

Acid Bomb

Cost: 8

Caster: ALC

Affects: Cloud

A giant acid cloud that surrounds creatures and causes acid damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

Armormelt

Cost: 8

Caster: MAG, PSI

Affects: 1 Group

Softens the armor of creatures thus raising their armor class in proportion to the power level of the spell, making it easier for your weapons to penetrate their armor.

Crush

Cost: 9

Caster: MAG, ALC

Affects: 1 Creature

Creates a gigantic stone that attempts to crush a creature doing up to 200 points of damage! Ouch!

Create Life

Cost: 10

Caster: ALC

Affects: Party

Summons a group of organic creatures to come and fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Cure Stone

Cost: 18

Caster: PRI, ALC

Affects: 1 character

Attempts to restore a stoned character to normal flesh and bone. Success depends on the strength of the stone relative to the power level of the spell.

MENTAL SPELLS

Mental Attack

Cost: 3

Caster: PSI

Affects: 1 Creature

An invading pressure of thought swirling the creature's brain and causing 1-7 hit points of mental damage per power level and potential insanity.

Sleep

Cost: 3

Caster: MAG, ALC, PSI

Affects: 3 Creatures plus power level

Causes creatures to fall asleep and prevents them from attacking the party members or defending themselves from attack. Success and duration depends on the power of the creatures relative to the power level of the spell.

Bless

Cost: 4

Caster: PRI, PSI

Affects: Party

Magically lowers the party's armor class and enhances their chances to hit a creature relative to the power level of the spell.

Charm

Cost: 5

Caster: PRI, ALC, PSI

Affects: 1 Creature or NPC

Attempts to charm a creature to prevent it from attacking the party. Any creature charmed will also be easier to hit. When cast in non-combat situations, the spell attempts to charm an NPC so that it will regard the party in a friendly or at least neutral manner for the duration of the encounter. The higher the power level, the better the charm.

Cure Lesser

Condition

Cost: 4

Caster: PRI, ALC, PSI

Affects: 1 Character

Attempts to cure a character of one of the lesser conditions: afraid, blindness, nausea, and minor irritations. Success depends on the strength of the malady relative to the strength of the spell.

Divine Trap

Cost: 4

Caster: PRI, PSI

Affects: Treasure Chest

Permits the inspector of a treasure chest to determine the elements of the trap with great reliability by making the devices attached more readily apparent.

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The trap must, of course, be inspected after Divine Trap is cast for the spell to be useful. Success of the spell depends on the power and complexity of the trap relative to the spell's power.

Detect Secret Cost: 5

Caster: MAG, PSI

Affects: Caster

Opens the caster's mind to anything that may be strange or out of place and allows him or her to detect its presence within the party's immediate area. The Detect Secret eye will "blink" when the caster detects something. Duration and success of the spell are relative to the spell's power level.

Identify Cost: 8

Caster: PRI, PSI

Affects: 1 Creature or Item

Attempts to reveal the true name of a creature or an item. Success depends on the power of the creature or the cloak of the item relative to the power level of the spell.

Confusion Cost: 6

Caster: ALC, PSI

Affects: 1 Group

A blast of mental energy that attempts to scramble the creatures' thinking, causing them to run away, attack immediately, cower in fear, whip up a batch of fondue, or otherwise act crazy.

Watchbells Cost: 5

Caster: MAG, PSI

Affects: Party

A psychic bell cast in an attempt to wake other party members if they are asleep or unconscious when attacked by creatures. Success depends on the length of time the party has slept, how tired the party members are, and how solidly they sleep.

Hold Monsters Cost: 6

Caster: PRI, PSI

Affects: 3 Creatures plus power level

Attempts to confuse the creatures into believing they are paralyzed. Success depends on the power of the creature relative to the power level of the spell.

Mindread

Cost: 8

Caster: PSI

Affects: Caster

Attempts to discern what's on an NPC's mind. Success depends on the intelligence of the NOC relative to the spell's power level.

Sane Mind

Cost: 10

Caster: PRI, PSI

Affects: 1 Character

Attempts to restore sanity to an insane character. Success depends on how nuts the character is versus the spell's strenght.

Psionic Blast

Cost: 8

Caster: PSI

Affects: 3 Creatures plus power level

An extreme and powerful jolt of mental energy that scrambles the creatures' brains and causes 1-7 hit points of mental damage per power level and may cause insanity.

Illusion

Cost: 10

Caster: PSI

Affects: Party

Attempts to conjure an illusion of a being so real that it can attack creatures and be attacked back! The creatures' amount and powers depend on the spell's power level.

Wizard's Eye

Cost: 10

Caster: MAG, PSI

Affects: Caster

Allows the caster to see the surrounding area from an overhead view. The size and detail of the area seen depends on the power level of the spell.

Spooks

Cost: 7

Caster: MAG, PSI

Affects: All Creatures

Conjures an illusion that is so terrifying it may scare creatures away, causing them to cower in fear, or otherwise reducing their capacity to fight as well.

Death

Cost: 10

Caster: PRI, PSI

Affects: 1 Creature

Attempts to kill a creature outright. Success depends on the creature's power relative to the spell's power.

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Locate Object

Cost: 8

Caster: PRI, PSI

Affects: Caster

Allows the caster to magically determine the location of certain buried or hidden items. Success depends on the item's location relative to the caster, how well the item in question is hidden, and the spell's power level.

Mind Flay

Cost: 18

Caster: PSI

Affects: All creatures

A concentrated tide of mental energy that conjures every fear and devastates the creatures doing 4-16 points damage per power level plus potential insanity.

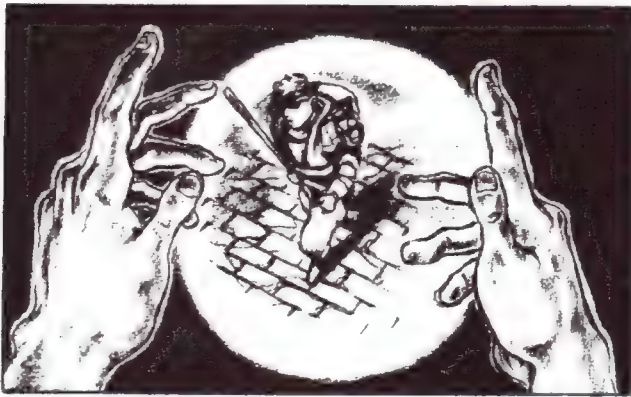
Find Person

Cost: 16

Caster: PRI, PSI

Affects: Caster

Tries to locate someone you're looking for, and may reveal all parties within a certain range. Success depends on the spell's power level versus the location and stealth of the one sought.



DIVINE SPELLS

Heal Wounds

Cost: 4

Caster: PRI, ALC, PSI

Affects: 1 Character

Heals 1-8 hit points per power level. It will not cure lesser conditions, such as blindness, or resurrect dead characters.

Make Wounds

Cost: 3

Caster: PRI

Affects: 1 Creature

Invokes divine powers to cause bodily harm and inflict 1-8 hit points of damage per power level.

Magic Missile

Cost: 4

Caster: MAG

Affects: 1 Creature plus power level

Small but powerful missiles of magical energy hurled at an opponent doing 1-7 hit points of magic damage per power level.

Dispell Undead

Cost: 7

Caster: PRI

Affects: 1 creature plus power level

Attempts to dispell an animated and undead creature. The success depends on the creature's power relative to the spell's power level.

Enchanted Blade

Cost: 4

Caster: PRI

Affects: Party

Magically enhances members' weapons and increases the likelihood of a successful hit on a creature. It also increases the chance a hit will penetrate the creature's armor. The duration and power are relative to the spell's power level.

Blink

Cost: 7

Caster: MAG, PSI

Affects: Caster

Allows the caster to disappear for a brief time during combat, blinking in and out sometime during each round. He or she will always reappear to execute normal combat options. The duration of the effect is relative to the spell's power level.

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Magic Screen

Cost: 8

Caster: MAG

Affects: Party

Creates a magical barrier that attempts to protect the party from all spells cast at them. The strength of the barrier is relative to the power of the creatures' spells and the level of the screen.

Conjuration

Cost: 10

Caster: MAG, PRI

Affects: Party

Summons creatures from the ethereal planes to fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Anti-Magic

Cost: 7

Caster: MAG

Affects: 1 Group

Forms a magical barrier around the creatures that may cause their spells to fizzle out or backfire. The barrier's strength is relative to the power level of the spells cast and the power level of the Anti-Magic screen.

Remove Curse

Cost: 4

Caster: PRI

Affects: 1 Person

Attempts to lift any magically cursed and stuck items from a character. Success depends on the strength of the curse relative to the strength of the spell.

Healfull

Cost: 12

Caster: PRI

Affects: Party

A super-charged healing spell that attempts to restore hit points and health to all members of the party. The amount of hit points restored is relative to the spell's power level.

Lifesteal

Cost: 12

Caster: PRI, PSI

Affects: 1 Creature and 1 Caster

Removes virtually all lifeforce from a creature and attempts to channel some of it back into the caster to heal him or her. Does 4-16 points magic damage per power level multiplied by the power level of the spell.

Astral Gate

Cost: 8

Caster: MAG, PRI

Affects: 1 Creature per power level

Attempts to banish a demon-type creature from this world. Success depends on the power of the creature relative to the power of the spell.

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Zap Undead

Cost: 15

Caster: MAG

Affects: 1 Creature

A tirade of magical power that tries to destroy one creature of the undead variety with up to 1000 points of damage.

Recharge

Cost: 15

Caster: MAG, PRI

Affects: Item

Attempts to restore a magically enchanted item's charges. The item must be in the caster's possession, and must have at least one charge left to duplicate. There is a chance the item could be destroyed. Success depends on the items complexity relative to the spell's power level.

Word of Death

Cost: 18

Caster: PRI

Affects: All Creatures

A divine word cast so powerfully it smashes the creatures with 4-16 points of magical damage per power level.

Resurrection

Cost: 20

Caster: MAG, PRI, PSI

Affects: 1 Character

Tries to revive a dead character. Success depends on the character's lifeforce relative to the spell's power level.

Death Wish

Cost: 20

Caster: PRI

Affects: All Creatures

Attempts to kill all creatures outright through sheer magical force. Success depends on the power of the creatures relative to the power level of the spell.

Alchemist's Spellbook

Spell Name	Realm	Cost	Affects	Description
Acid Bomb	E	8	Cloud	Acid damage every round!
Acid Splash	E	2	1 Creature	1-7 hp of acid damage ppl
Air Pocket	A	8	Party	Protects from air spells/clouds
Asphyxiation	A	12	All Groups	Tries to kill breathing creatures
Blinding Flash	F	2	1 Creature +PL	Flash that may blind monsters
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts
Confusion	M	6	1 Group	Scrambles brains! No control!
Create Life	E	10	Party	Calls elementals to fight for party
Crush	E	9	1 Creature	Squish! Up to 200 hp damage!
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills
Cure Stone	E	18	1 Character	Attempts to cure stoning
Cure Disease	W	12	1 Character	Attempts to cure disease
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis
Cure Poison	A	8	1 Character	Attempts to cure poisoning
Deadly Air	A	16	All Creatures	No air! 4-16 hp damage ppl!
Deadly Poison	A	8	1 Creature	Kills! Or 3-15 hp ppl & poisoning
Death Cloud	A	20	Cloud	Tries to kill outright every round!
Draining Cloud	W	8	Cloud	Drains life force from creatures
Fire Bomb	F	8	4 Creatures + PL	3-9 hp of fire damage ppl
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character.
Itching Skin	E	2	2 Creatures + PL	Irritates creatures/reduces actions
Noxious Fumes	A	10	3 Creatures + PL	1-6 hp ppl & nausea
Poison	A	2	1 Creature	1-5 hp ppl & potential poisoning
Poison Gas	A	7	Cloud	Delivers damage and poisoning!
Purify Air	A	10	Party	Tries to clean air of nasty clouds
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep
Stamina	W	2	1 Character	Restores a portion of stamina
Stink Bomb	A	8	3 Creatures	1-6 hp ppl & potential nausea
Toxic Vapors	A	8	Cloud	2-6 hp of sinking damage ppl
Whipping Rocks	E	7	1 Group	1-6 hp rock damage ppl
F=Foe E=Earth PL = power level ppl = per power level W=Water M=Metal ppl = per power level AC = armor class A=Air D=Devine hp = hit points				

Mage's Spellbook

Spell Name	Realm	Cost	Affects	Description
Air Pocket	A	8	Party	Protects from air spells/clouds
Anti-Magic	D	7	1 Group	Their spells may fizzle/backfire
Armor Shield	E	2	1 Person	Lowers AC by 1 ppl
Armormelt	E	8	1 Group	Raises creatures' AC by 1 ppl
Asphyxiation	A	12	All Groups	Tries to kill breathing creatures
Astral Gate	D	8	1 Creature PPL	Tries to banish a demon creature
Blink	D	7	Caster	Allows caster to "blink" out/in
Chilling Touch	W	2	1 Creature	1-6 hp cold damage ppl
Conjuration	D	10	Party	Calls creatures to fight for party
Crush	E	9	1 Creature	Squish! Up to 200 hp damage!
Deep Freeze	W	6	1 Creature	3-30 hp of ice damage ppl
Detect Secret	M	5	Caster	Caster may see hidden objects
Direction	E	3	Party	Shows direction (N,S,E,W)
Energy Blast	F	2	1 Creature	1-7 hp electric damage ppl
Fire Shield	F	8	Party	Protects from fire spells
Fireball	F	6	3 Creatures + PL	2-10 hp fire damage ppl
Firestorm	F	12	Cloud	Lasting, burning cloud
Ice Shield	W	8	Party	Protects from ice spells and cold.
Iceball	W	8	4 Creatures + PL	3-12 hp of ice damage ppl
Knock-Knock	E	6	Doors & Chests	Attempts to open door or chest
Levitate	A	12	Party	Lifts party inches off floor
Magic Missile	D	4	1 Creature + PL	1-7 hp magic damage ppl
Magic Screen	D	8	Party	Protects from magical spells
Missile Shield	A	5	Party	Protects from hurled objects
Noxious Fumes	A	10	3 Creatures + PL	1-6 hp ppl & nausea
Nuclear Blast	F	16	All Creatures	5-25 hp bomb damage ppl
Prismic Missile	F	9	3 Creatures + PL	Random rays causing illness
Recharge	D	15	Item	Restore charges to an item
Resurrection	D	20	1 Character	Tries to revive dead character
Shrill Sound	A	4	1 Group	1-5 hp of pressure damage ppl
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep
Spooks	M	7	All Creatures	Terrifies creatures! May run
Stink Bomb	A	8	3 Creatures	1-6 hp ppl & potential nausea
Terror	W	3	1 Group	Easier to hit creatures/may run
Watchbells	M	5	Party	May wake sleeping members
Weaken	W	4	3 Creatures + PL	Creatures fight and react poorly
Web	E	7	1 Creature	Tries to halt a creature's actions
Whipping Rocks	E	7	1 Group	1-6 hp rock damage ppl
Wizard's Eye	M	10	Caster	Allows caster to see "map"
Zap Undead	D	15	1 Creature	Dispell! Up to 1000 hp damage

F=Foe

W=Water

A=Air

E=Earth

M=Metal

D=Devine

PL = power level

ppl = per power level

AC = armor class

hp = hit points

Psionic's Spellbook

Spell Name	Realm	Cost	Affects	Description
Armormelt	E	8	1 Group	Raises creatures AC by 1 ppl
Blades	E	6	3 Creatures + PL	2-8 hp slicing razor damage ppl
Bless	M	4	Party	Lowers AC/Enhances hit chance
Blink	D	7	Caster	Allows caster to "blink" out/in
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts
Confusion	M	6	1 Group	Scrambles brains! No control!
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis
Dazzling Lights	F	6	1 Creatures + PL	Various mental assaults!
Death	M	10	1 Creature	Attempts to kill outright
Detect Secret	M	5	Caster	Caster may see hidden objects
Divine Trap	M	4	Caster & Chest	Makes chest's devices apparent
Find Person	M	16	Caster	Tries to locate someone or party
Haste	W	5	Party	Speeds up members' movements
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character
Hold Monsters	M	6	3 Creatures + PL	Creatures think they're paralyzed
Identify	M	8	1 Creature/Item	Reveals item/creature's true name
Illusion	M	10	Party	Calls illusion to fight for party
Knock-Knock	E	6	Doors & Chests	Attempts to open door or chest
Lifesteal	D	12	1 Creature/Caster	(4-16 hp ppl) x PL damage/heal
Locate Object	M	8	Caster	Tries to find location of object
Mental Attack	E	3	1 Creature	1-7 hp ppl & potential insanity
Mind Flay	M	18	All Creatures	4-16 hp ppl & potential insanity
Mindread	M	8	Caster	Determines what's on NPC's mind
Paralyze	W	5	1 Creature	Try to solidify all liquids in body
Psionic Blast	M	8	3 Creatures + PL	1-7 hp ppl & potential insanity
Psionic Fire	F	4	2 Creatures + PL	1-8 hp of fire damage ppl
Resurrection	D	20	1 Character	Tries to revive dead character
Sane Mind	M	10	1 Character	Returns sanity to insane member
Shrill Sound	A	4	1 Group	1-5 hp of pressure damage ppl
Silence	A	4	3 Creatures + PL	Tries to silence monster spells
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep
Slow	W	4	3 Creatures + PL	Slows down creatures movements
Spooks	M	7	All Creatures	Terrifies creatures! May run
Stamina	W	2	1 Character	Restores a portion of stamina
Terror	W	3	1 Group	Easier to hit creatures/may run
Watchbells	M	5	Party	May wake sleeping members
Weaken	W	4	3 Creatures + PL	Creatures fight and react poorly
Wizard's Eye	M	10	Caster	Allows caster to see "map"

F=Foe
W=Water
A=Air

E=Earth
M=Metal
D=Devine

PL = power level
ppl = per power level
AC = armor class
hp = hit points

Priest's Spellbook

Spell Name	Realm	Cost	Affects	Description
Armorplate	E	6	Party	Magical armor plating lowers AC
Astral Gate	D	8	1 Creature ppl	Tries to banish a demon creature
Blades	E	6	3 Creatures + PL	2-8 hp slicing razor damage ppl
Bless	M	4	Party	Lowers AC/Enhances hit chance
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts
Conjuration	D	10	Party	Calls creatures to fight for party
Cure Disease	W	12	1 Character	Attempts to cure disease
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis
Cure Poison	A	8	1 Character	Attempts to Cure poisoning
Cure Stone	E	18	1 Character	Attempts to cure stoning
Death	M	10	1 Creature	Attempts to kill outright
Death Wish	D	20	All Creatures	Attempts to kill all outright
Dispell Undead	D	7	1 Creature + PL	Tries to dispell animated creature
Divine Trap	M	4	Caster & Chest	Makes chest's devices apparent
Enchanted Blade	D	4	Party	Give weapons extra power
Find Person	M	16	Caster	Tries to locate someone or party
Haste	W	5	Party	Speeds up members' movements
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character
Healfull	D	12	Party	Super heal spell for whole party
Hold Monsters	M	6	3 Creatures + PL	Creatures think they're paralyzed
Identify	M	8	1 Creature/Item	Reveals item/creature's true name
Lifesteal	D	12	1 Creature/Caster	(4-16 hp ppl) x PL damage/heal
Lightning	F	8	3 Creatures + PL	1-10 hp electric damage ppl
Locate Object	M	8	Caster	Tries to find location of object
Make Wounds	D	3	1 Creature	1-8 hp of magic damage ppl
Paralyze	W	5	1 Creature	Try to solidify all liquids in body
Purify Air	A	10	Party	Tries to clean air of nasty clouds
Recharge	D	15	Item	Restores charges to an item
Remove Curse	D	4	1 Person	Tries to lift cursed item
Restfull	W	8	Party	Restores stamina to all members
Resurrection	D	20	1 Character	Tries to revive dead character
Sane Mind	M	10	1 Character	Returns sanity to insane member
Silence	A	4	3 Creatures + PL	Tries to silence monster spells
Slow	W	4	3 Creatures + PL	Slows down creatures movements
Stamina	W	2	1 Character	Restores a portion of stamina
Superman	W	7	1 Character	Super boost of power to fight!
Web	E	7	1 Creature	Tries to halt a creature's actions
Whirlwind	A	8	3 Creatures + PL	1-7 hp of whipping damage ppl
Word of Death	D	18	All Creatures	4-16 hp magic damage ppl

F=Foe
W=Water
A=Air

E=Earth
M=Metal
D=Devine

PL = power level
ppl = per power level
AC = armor class
hp = hit points

APPENDICES



Appendix A: Character Races

All told, there are eleven different races that your character can choose from. Each race has its own advantages and shortcomings. A character's race determines his or her base statistics, such as strength and intelligence, and affects the ability to resist sickness, magic, or a monster's attack. Ultimately, a character's race influences which professions he or she may enter. A complete description of all Wizardry's races follows.

Human

	STR	9
	INT	8
	PIE	8
	VIT	9
	DEX	9
	SPD	8
	PER	8

RESISTANCES: Although a Human has no natural resistances, it has no particular shortcomings, either.

Humans are the race to which all others in Wizardry are compared. Perfectly balanced in its statistics, having no particular strengths and no decided weakness, the human serves as a stable and dependable creature regardless of the profession a Human character eventually enters.

Elf

	STR	7
	INT	10
	PIE	10
	VIT	7
	DEX	9
	SPD	9
	PER	8

RESISTANCES: Elves, because of their high intelligence, have a natural resistance to hypnosis and sleep spells.

Elves are smallish creatures, with pointed ears and a broad smile. They excel at intellectual pursuits, loving not only what they learn but the study that comes with it as well. Armed with these smarts, Elves make excellent magic users. Elves are also nimble creatures, moving their small bodies with an above-average ease and speed.

Dwarf



STR	11
INT	6
PIE	10
VIT	12
DEX	7
SPD	7
PER	7

RESISTANCES: The Dwarves' robust bodies provide poison resistance, while their heredity provide for magic spell protection.

Coming from a long line of forest and cave-dwelling folk, Dwarves also have a taste for any adventure. They are small beings, but display a remarkable amount of strength. Their hearty stance and high vitality make them a natural for combat-related professions. Also pious creatures, Dwarves make great Priests.

Gnome



STR	10
INT	7
PIE	13
VIT	10
DEX	8
SPD	6
PER	6

RESISTANCES: Because of their high piety and ancestry, Gnomes possess a resistance to magic spells.

In the underground caves of Wizardry, one might just find whole groups of Gnomes in their natural habitat. Typically keeping to themselves, Gnomes are sturdy, strong, and agile creatures; their small stance can easily fool opponents in combat. Gnomes are also extremely pious individuals whose zest for learning is virtually unequalled by any other race.

Hobbit



STR	8
INT	7
PIE	6
VIT	9
DEX	10
SPD	7
PER	13

RESISTANCES: The Hobbit has resistance to Magic-realm spells.

A sleek and tiny race, the Hobbit is a dexterous and busy type able to maneuver its body (and especially its fingers) into and out of the tightest situations. The Hobbit is also well known as a charming conversationalist and for its amazing friendliness and hospitality. Hobbits with lesser inclinations frequently use their silver tongues and quick fingers to help themselves to goods and information.

Faerie



STR	5
INT	11
PIE	6
VIT	6
DEX	10
SPD	14
PER	12

RESISTANCES: The Faerie's long kinship with nature provides resistance to magic spells.

The tiniest and most agile race in all of Wizardry, Faeries are delicate and beautiful beings. Their small size and lightning speed give them a naturally low armor class. The Faerie is

also one of the smartest and friendliest creatures in Wizardry. Although not much of a fighter, the Faerie can make an excellent magic user or thief.

Lizardman



STR	12
INT	5
PIE	5
VIT	14
DEX	8
SPD	10
PER	3

RESISTANCES: A lack of intelligence provides resistance to mental spells, while its skin resists acid.

The Lizardman is a serpentine-type creature whose origins are somewhat uncertain. Although it is human-like in its ability to talk and walk

upright, the Lizardman is not intelligent or personable (actually, others tend to avoid him). Its strengths lie in its natural ability to fight... and win. Strong, fast, and hearty, with a mind that thinks "kill, kill, kill," the Lizardman can be the perfect combatant.

Dracon



STR	10
INT	7
PIE	6
VIT	12
DEX	10
SPD	8
PER	6

RESISTANCES: Their dragon ancestry gives Dracons resistance to acid and mental spells.

A mixture of blood between the human and the dragon created this wondrous race with incredibly unique abilities. While remaining private, the Dracon occasionally ventures out and

will accompany another group for reasons of its own. It is strong, dexterous, and hearty, and can make a great Ranger, Thief, or Fighter. The Dracon also has a limited ability to breathe acid upon its opponents!

Rawulf

	STR	8
	INT	6
	PIE	12
	VIT	10
	DEX	8
	SPD	8
	PER	10

RESISTANCES: The Rawulf's thick hair provides great cold protection.

Rawulfs are devoted and hearty creatures. Descending from a race of intelligent, bipedal canines, they share their ancestors' caring personality and thick coat as well as an indication of their speed, strength, and dexterity. The Rawulf's desire to learn, coupled with high piety, also help it to become an excellent Priest.

Felpurr

	STR	7
	INT	10
	PIE	7
	VIT	7
	DEX	10
	SPD	12
	PER	10

RESISTANCES: Quick reflexes help it dodge missiles and spells.

Like their distant relative, the cat, Felpurrs are fast, smart, and personable. They walk on their hind feet, and are beautiful creatures with a full mane of hair covering their bodies. Felpurrs are also intelligent and dexterous. Throughout their evolution, they have relied on their sleek body styling and speed more than actual physical strength, and have the ability to move their bodies with a grace unknown to virtually any other race.

Mook

	STR	10
	INT	10
	PIE	6
	VIT	10
	DEX	7
	SPD	7
	PER	9

RESISTANCES: The Mook's magical nature gives it resistance to magical spells. Its fur provides resistance to cold.

Very magical in nature, the Mook's exact origins are entirely unknown. Those skilled in the Wizardry's mythology have gone so far as to speculate the Mook may even be of alien origin! Mooks are extremely intelligent and strong creatures, and have a personality sure to charm the likes of most they encounter.

Appendix B: Character Professions

A total of fourteen traditional fields of study are available to your character, and each of these professions follows. By meeting the minimum qualifications of a profession, characters can begin to train in the profession's skills, magic, and conduct. Along with a description of the profession, you will see its spellbooks, primary skills, and basic equipment:

Spellbooks: If the profession has the ability to learn magic, the spellbook will be listed here. Further information on magic and the spellbook itself is in the Magical Spells section of this manual.

Primary Skills: Fresh out of training, your characters have become somewhat proficient in certain aspects of their profession. The primary skills reflect this training.

Basic Equipment: It would be pretty unkind, not to mention rude, to send your characters into the world naked, without weapons or shoes on their feet. Listed here is your character's basic beginning inventory.

Fighter

	STR	12
	INT	
	PIE	
	VIT	
	DEX	
	SPD	
	PER	

SPELLBOOKS: None

PRIMARY SKILLS: None

BASIC EQUIPMENT: Long Sword, Leather Cuirass, Fur Leggings, Sandals, Buckler Shield.

The general warrior class is one of the most time-honored professions in fantasy role-playing. Fighters generally have high hit points, and relish their role as shock-troops. They may specialize in a wide array of weaponry skills, and often use these talents to dispose of monsters who stand in the way of adventure. Fighters mainly concentrate on these combat skills, honing them to a deadly point. Fighters can wear almost all armor and use most weapons.

Mage

	STR	12
	INT	
	PIE	
	VIT	
	DEX	
	SPD	
	PER	

SPELLBOOKS: Mage

PRIMARY SKILLS: Thaumaturgy

BASIC EQUIPMENT: Staff, Robes (U), Robes (L), Sandals, 1 Magic Missile scroll.

The creators of the power Mage spells continue, to this day, to devote a life's work to their study. Because they practice only Mage spells and seek no

other interests, Mages learn them quicker than any other profession in Wizardry. They have poor hit points and are very limited in the armor and weapons they can use. However, their powerful spellcasting makes them ideal for any party.

Priest

	STR	
	INT	
	PIE	12
	VIT	
	DEX	
	SPD	
	PER	8

SPELLBOOKS: Priest

PRIMARY SKILLS: Theology

BASIC EQUIPMENT: Quarterstaff, Robes (U), Robes (L), Sandals, 3 Lt. Heal potions.

Long known for their healing powers, Priests are useful to any party hoping to live for more than a day in Lost Guardia. Dedicated individuals, Priests give all of their attention to the study of divine Priest spells. Their devotion allows them to learn Priest spells quicker than any other profession. Priests are also skilled diplomats, able to negotiate with NPCs. Priests have fairly high hit points, must use specially consecrated weapons, and can wear light armor.

Thief

	STR	
	INT	
	PIE	
	VIT	
	DEX	12
	SPD	8
	PER	

SPELLBOOKS: None

PRIMARY SKILLS: Skulduggery

BASIC EQUIPMENT: Cutlass, Cloth Shirt, Cloth Pants, Buskins, 6 Bite Daggers.

For those who just couldn't resist a good temptation, thieving might just be the perfect career. Thieves are very good at circumventing the noxious treasure traps which often lie between a party and their hard-earned loot. They also have the skill to pick locked doors, and delight in the opportunities to pick pockets. Thieves can hide in combat, and if successfully hidden, they can launch a surprise attack... doing double damage.

Ranger

	STR	10
	INT	8
	PIE	8
	VIT	11
	DEX	10
	SPD	8
	PER	8

SPELLBOOKS: Alchemist

PRIMARY SKILLS: Scout, Bow

BASIC EQUIPMENT: Short Bow, 100 Willow Arrows, Suede Doublet, Suede Pants, Buskins

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The nature-lover of Wizardry, the Ranger enjoys a talent for scouting out such things as secret passages, trick walls, and other traps of this nature. Much like Robin Hood, a classic of this profession, Rangers are excellent archers and have a deadly accurate aim. They receive a bonus when using all projectile weapons, including a chance to score a critical hit. Around the third level of experience, Rangers slowly begin to learn Alchemists' spells. They also have fairly high hit points, and can hide during combat.

Alchemist



STR	
INT	13
PIE	
VIT	
DEX	13
SPD	
PER	

SPELLBOOKS: Alchemist

PRIMARY SKILLS: Alchemy

BASIC EQUIPMENT: Staff, Robes (U), Robes (L), Sandals, 1 Cherry Bomb potion.

The weavers of magical spells, Alchemists aspire to bend the laws of the universe. Although they are spellcasters, their traditions show them to be the mixers of potions, and the diviners of spells. Using their high intelligence, Alchemists concentrate their studies fully to this art, allowing them to learn its spells faster than any other profession in Wizardry. Additionally, due to the nature of their spells, they need no oratory and cannot be silenced.

Bard



STR	
INT	10
PIE	
VIT	
DEX	12
SPD	8
PER	12

SPELLBOOKS: Mage

PRIMARY SKILLS: Music

BASIC EQUIPMENT: Sling, Bullet Stone (25), Cloth Shirt, Cloth Pants, Poet's Lute

The silver-tongued adventurer, the Bard enjoys a talent for song, entertainment, and conversation. Additionally, their musical talents allow them to play the different enchanted instruments found within Wizardry, casting a spell with each. Bards also begin to study powerful Mage spells around the third level of experience. Bards have been known to pick a pocket or two as well, and learn in the ways of the thief, allowing them to pick locks, disarm traps, and hide during combat.

Psionic

	STR	10
	INT	14
	PIE	
	VIT	14
	DEX	
	SPD	
	PER	10

SPELLBOOKS: Psionic

PRIMARY SKILLS: Theosophy

BASIC EQUIPMENT: Dagger, Robes (U), Robes (L), Sandals, Shadow Cloak

Concentrating on the wonders of the mind, the Psionic is a magic user who has developed mental powers to a level no other profession can hope to possess. Their spells have the ability to alter the mind, read it, and mess with it in general. They are both clairvoyants and diviners, who focus all their energies on their mental and magical abilities. Through this devotion, Psionics learn the mental spells faster than any other profession.

Valkyrie

	STR	10
	INT	
	PIE	11
	VIT	11
	DEX	10
	SPD	11
	PER	8

SPELLBOOKS: Priest

PRIMARY SKILLS: Pole & Staff

BASIC EQUIPMENT: Spear, Fur Halter, Chamois Skirt, Sandals, Leather Helm

A profession open only to female characters, the Valkyrie is a first-rate lance warrior. Her knowledge of weapons is vast and precise; her spirit for combat is great. She is strong, and has the ability to swing her sword with a speed and accuracy admired by all. Around the third level of ability, the pious Valkyrie begins the study of Priest spells, although she doesn't learn them as quickly as the Priest.

Bishop

	STR	
	INT	15
	PIE	15
	VIT	
	DEX	
	SPD	
	PER	8

SPELLBOOKS: Priest, Mage

PRIMARY SKILLS: Theology, Thaumaturgy

BASIC EQUIPMENT: Quarterstaff, Robes (U), Robes (L), Sandals, Mitre

Extremely intelligent and pious individuals, Bishops devote a major portion of their time to the ancient studies. Pooling the knowledge of the Mage and the Priest, Bishops are well-studied characters who learn the spells of both their counterparts. However, because of the time required to study both spellbooks, Bishops learn more slowly than the Mage or Priest. Bishops, because of their great wisdom, are skilled in the political art of diplomacy.

Lord

	STR	12
	INT	9
	PIE	12
	VIT	12
	DEX	9
	SPD	9
	PER	14

SPELLBOOKS: Priest

PRIMARY SKILLS: Diplomacy

BASIC EQUIPMENT: Broadsword, Quilt Tunic, Quilt Leggings, Buskins, Steel Helm

An excellent fighter, diplomat, and pious spellcaster, Lords are the true crusaders knights in Wizardry. While their combat skills are their primary concern, the Lord's interest in the Divine Priest spells develops around the third level of experience, and helps to provide the party with the additional healing power it may need. Whether it be inflicting the damage or healing it or negotiating it, Lords are a great addition to any party.

Samurai

	STR	12
	INT	11
	PIE	9
	VIT	12
	DEX	12
	SPD	14
	PER	8

SPELLBOOKS: Mage

PRIMARY SKILLS: Sword

BASIC EQUIPMENT: Katana, Wakazashi, Robes (U), Robes (L), Sandals

The true swordsman of Wizardry, the Samurai has dedicated his or her life to the study of the sword. Their lightning speed combined with their sword's accuracy help them fight their way through most any situation. Samurai can learn the deadly skill of the critical kill, unleashing upon their opponents in the heat of battle. Their mystical side allows them to develop mage spells around the third level of experience.

Monk

	STR	13
	INT	8
	PIE	13
	VIT	10
	DEX	10
	SPD	13
	PER	8

SPELLBOOKS: Psionic

PRIMARY SKILLS: Hand & Feet, Theosophy

BASIC EQUIPMENT: Bo, 15 Shurikens, Robes (U), Robes (L), Sandals

A wandering person in search of inner and outer development, the Monk is a talented warrior, fighting most with the hands and feet, who tops this ability with a knowledge of self-defense. The Monk also possesses keen insight into the ways of the mind, and begins to learn the Psionic spells at the third level of experience. The Monk is also studied in the body, and may critically hit an opponent. He or she may also hide in combat.

Ninja



STR	12
INT	10
PIE	10
VIT	12
DEX	12
SPD	12
PER	

SPELLBOOKS: Alchemist

PRIMARY SKILLS: Hand & Feet, Ninjutsu

BASIC EQUIPMENT: 15 Shurikens, Ninja Cowl, Ninja Garb (U), Ninja Garb (L), Tabi Boots

The ultimate assassin, the Ninja is a silent and devout killer with skills and talents admired, but little known about, by all. They commonly fight opponents with their hands and feet, wreaking havoc upon their unlucky opponents. Ninja may also deliver a critical blow to whatever stands in their way. Sharing some of the Thief's skills, the Ninja is able to hide in combat, in hopes of launching a deadly surprise attack. Much later in their careers, Ninja begin to learn Alchemist spells.

Appendix C: Character Skills

As your characters travel through forests and encounter NPCs and monsters, they will develop, learn, and hone the skills that are necessary for survival and success in Wizardry. There are four categories of skills: Weaponry, Physical, Academia, and Personal. Within each of these categories, there are many individual skills, all of which are listed in this section. Depending on your character's profession, you may not see every possible skill while reviewing your character.

Weaponry Skills

In general, Weaponry skills affect a character's ability to handle his or her weapon. As your character practices these skills (equipping and using a weapon in combat, blocking a blow, etc.), points will be added to the skill to reflect your training. At their best, all skills reach a maximum of 100 points.

WAND & DAGGER: The talent of wielding daggers, wands, and other small items used as weapons in combat.

SWORD: Any sword, including the katana, used as a weapon in combat is covered under this skill.

AXE: This ability covers any axe, such as the battle or hand axe, used as a weapon in combat.

MACE & FLAIL: The talent needed to use any mace-like item, including the flail or hammer, as a weapon in combat.

POLE & STAFF: The mastery of any pole & staff, such as the halberd, bo, or staff, used as a weapon in combat.

THROW: The demonstrated ability to be on target when any weapon is thrown. This includes such things as shurikens, darts, potions, and weapons that are thrown accidentally.

SLING: The ability to use any weapon which consists of a leather strap and two cords which, when whirled and released, hurls stones and other like objects at an opponent.

BOW: The flair of handling any bow which fires arrows and is used as a weapon in combat.

SHIELD: The art of using a shield effectively to block an opponent's blow while fighting or parrying.

HANDS & FEET: The talent of using one's hands and feet as lethal weapons to strike and hopefully kill an opponent.

Physical Skills

Physical skills generally affect a character's ability to do things which require talents of the body or voice. For instance, a character skilled in Scout will keenly perceive a piece of straw that looks out of place in a giant hay pile. The unskilled scouting character, on the other hand, will blindly walk down the hall, oblivious to the giant red sign that says, "Secret Door Here!" As with most skills, Physical skills grow stronger as your characters practice them. Physical skills reach a maximum of 100 points.

SCOUT: The knack of seeing and finding things such as secret door, hidden entrances, or buried items others seem to pass by. You must add points manually to "Scout" to increase your character's proficiency.

MUSIC: The art of playing enchanted musical instruments and bringing forth from them different magical spells.

ORATORY: The vocal discipline required to properly recite a magical spell in combat. Without good oratory, spells meant for monsters may fizzle or backfire on the party.

LEGERDEMAIN: The ability to pickpocket (steal) items or gold from NPCs without their knowledge or permission.

SKULDUGGERY: The delicate skill of inspecting and disarming traps on chests and picking locks on doors.

NINJUTSU: The legendary art that allows characters to hide themselves from their opponents. For the Ninja and Monk, proficiency in Ninjutsu helps to lower their armor class rating.

SWIMMING: A measurement of your character's ability to swim across deep water. Characters with fewer than 10 skill points may drown from entering deep water.

CLIMBING: The knack of taking falls, climbing into pits, and scaling the sides of walls without taking damage.

Academia Skills

Academia skills affect a character's ability to learn and understand matters intellectual. These skills also affect the magic users' ability to learn and understand spells. While Academia skills may eventually increase automatically, magical study skills must be advanced manually by adding skill points whenever a character gains a level; these are studied skills, not practiced. Without study, the magician will never learn spells beyond the basic. As with all the skills, the highest amount a particular skill can reach is 100 points.

ARTIFACTS: The ability to effectively use and invoke magical items depends on this skill. Without a developed Artifact skill, there is a chance the item's power will fizzle or backfire. This skill also affects a character's ability to successfully assay an item to determine its intricacies.

MYTHOLOGY: The ability to recognize, while in combat, the true identities of monsters.

SCRIBE: The ability to successfully invoke the magical power of a scroll during combat.

ALCHEMY: The art of learning, practicing, and exercising Alchemist spells.

THEOLOGY: The pursuit of the divine interests leading to the study of Priest spells.

THEOSOPHY: The possession of mental and spiritual insight that allows its possessor to study Psionic spells.

THAUMATURGY: The path of study followed by the Mage and those who follow him to learn Mage spells.

KIRIJUTSU: The deadly skill and knowledge of the body which allows its possessor to strike a vital blow or critical area, hopefully killing an opponent with a single blow.

MAPPING: The ability to transcribe an accurate record of the party's adventure. The higher the skill, the more detail (doors, stairs, trees, gates, etc.) included. This skill requires a mapping kit to be effective.

DIPLOMACY: The art of negotiation and creation of mutual pacts and trust between the party and another group. Allows the negotiator to truce well and form alliances with NPCs.

Personal Skills

Lost Guardia is a world unlike any your characters have ever known. Although they come prepared with a great selection of skills, there still some things they might pick up along the way.

FIREARMS: The use of small firearms, like muskets. This skill determines your character's ability to load and accurately fire such a weapon.

REFLEXION: The ability to take small jumps so quickly - faster than the eye - that a double image is created. This skill's most effective use is in a character's ability to avoid an attack. The "after image" is usually the target.

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SNAKE SPEED: Allows characters to move with lightning reflexes, increasing speed in all aspects where it is a factor.

EAGLE EYE: The ability to target a creature with a weapon or spell and strike with an amazing degree of accuracy.

POWER STRIKE: An ability to strike a blow that does maximum damage - and sometimes yields more than that!

MIND CONTROL: Those adept in this skill can master control of their own minds. This extra willpower helps them fend off sleep or Psionic spells and to retain control of their own mind.





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Alan Pavlish

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Young Drake

Tyler Burdick

Drake

Nicholas Franchot

Khull-Khuum, the Shadowking

Michael Espisito

Thera

Lisa Parker

Wahooka

Wesley Yanagi

Enigma

Scott La Rocca

Iaenni, Queen of the Fay

Robin Lee

Ice Queen

Colleen Moroney

Dwarf

Steve Nguyen

Sharga

Brian Giberson

Ettin

Tom Decker

Bill "Weez" Dugan

Faerie Girl

Sabrina Brimhall

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Floating Skull

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Hy Terman

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Villager

Lee Trice

Wolf, Drake's Dog

Julius

Stunt Double for Mr. Julius

Sasha the Wonderdog

Featuring the Voices of

Drake

Tony Oliver

Shadowking

Arthur Burghardt

Thera

Madalyn Rofer

Wahooka

Bill E. Martin

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Digidesign

Dave Ball at Waves

Museum Replicas

Dragonmarsh, Riverside CA,

Susan & Devin Quarles

For The Bard's Tale - Tales of the Unknown

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Scenario Design

Michael Cranford

Brian Fargo

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Bing Gordon

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Eric Joyner

Map Art

Don Carson

The Bard's Tale II - Destiny Knight

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Lagoth Zanta's Name by

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The Bard's Tale III - Thief of Fate

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Brian Fargo

Credits

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Producer

Dave Albert

Assistant Producers

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Chris Wilson

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Brian Fargo

Bill Heineman

Bruce Schlickbernd

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Bill Heineman

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Cheryl Austin

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Jim Sproul

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Feargus Urquhart

Jim Gardner

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Ultima Underworld - The Stygian Abyss and Ultima Underworld II - Labyrinth of Worlds

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Warren Spector

Credits

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Doug Wike

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Courtney Moriarta

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Narration

Dr. Jack

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Reference Card

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Special thanks to Joan and Dan
"FreakSaveBoy" Sherry.

Extra-special thanks to Jamie Leece

Thanks to "the Team" for their unrelenting dedication and determination, and thanks to Sirtech for their patience and commitment to high-quality entertainment.



warranty

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Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline

Hints are available for Stonekeep. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

Internet

You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

The Interplay BBS

We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online

You may E-mail Interplay Customer Support at IPTECH.

CompuServe

We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

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The Bard's Tale - Tales of the Unknown
The Bard's Tale II - Destiny Knight
The Bard's Tale III - Thief of Fate
The Bard's Tale Construction Set
Dragon Wars
Wasteland
Stonekeep

Hours: Technical Support Representatives are available during normal business hours.
24 hour help is also available through the use of our automated phone system.

Telephone: (714) 553.6678

Fax: (714) 252.2820 Att: Customer Service

Internet E-mail: support@interplay.com

Web Site: <http://www.interplay.com>

Telnet: bbs.interplay.com

BBS #: (714) 252.2822

American On-line: E-mail IPTECH

Compuserve: GO GAMBPUB or E-mail 76702,1342

FTP Site: ftp.interplay.com

INTERPLAY SUPPORT INFORMATION (United Kingdom)

For questions regarding:

The Bard's Tale - Tales of the Unknown
The Bard's Tale II - Destiny Knight
The Bard's Tale III - Thief of Fate
The Bard's Tale Construction Set
Dragon Wars
Wasteland
Stonekeep

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Harleyford
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Warranty

NEW WORLD COMPUTING CUSTOMER SUPPORT

For questions regarding:

World of Keen

Customer Support by voice: You may call New World Computing's Technical/Customer Support line at (818) 827-5650 from 9am-Noon and from 2pm-5pm (PST).

America Online: You can E-Mail Customer Support at NewWorldCo or 'Go To' and type NewWorld. For membership information and a free starter kit, you can call America Online toll-free at 1 (800) 827-6364.

CompuServe: To reach our Customer Support use 'Go To' and type "GAMEDPUB". Then select New World Computing. For membership information and a free starter kit, you can call CompuServe toll-free at 1 (800) 848-8199 and ask for representative #368 which includes an introductory membership and a \$15 usage credit.

GENie: You can E-Mail Customer Support at "NEW.WORLD". To reach our Customer Support board in the Games RoundTable, Scorpio RT, type m805;1 at any "?" prompt. For membership information, you can call GENie toll-free at 1 (800) 638-9636.

Update and Software Support: You can find any of our updates in our online libraries provided by the above services or contact our BBS at (818) 889-5684. The BBS can support up to 28800 baud rates with a modem setting of 8N1. It is operational 24 hours a day and no membership is necessary.

SIRTECH SOFTWARE INC. TECHNICAL SUPPORT

For questions regarding Wizardry Gold:

Call (315) 393-6644, Monday-Friday, 9am to 5pm Eastern. Or, you may write to us at: Technical Support, Sirtech Software Inc., P.O. Box 245, Ogdensburg, NY 13669.

ORIGIN PRODUCT SUPPORT

For questions regarding:

Ultima Underworld - The Stygian Abyss

Ultima Underworld II - Labyrinth of Worlds

If, after reviewing Troubleshooting, you are still having a problem with your software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. Today's PCs run with many different hardware and software combinations, so you may also have to refer to your computer dealer, hardware manufacturer, or system publisher in order to properly configure their products to run with our game. When you do call us, if at all possible, be near your computer. If this is not possible, have the following information ready:

- Contents of CONFIG.SYS
- Contents of AUTOEXEC.BAT
- DOS version and manufacturer
- The type and version of mouse driver
- The contents of CHKDSK and MEM /C statement
- Your CD-ROM drive type and CD-ROM extensions versions
- The error message displayed when the problem occurred (if any)
- The System Summary display from pressing F3 during installation
- Brand of sound card, and IRQ, I/O address and DMA setting of that card

Contact Origin Product Support at (512) 434-HELP (4357), Monday through Friday between 9:00 am and 5:00 pm, Central Standard Time. (The phones are shut down from 12:45 pm to 2 pm.)

Warranty

Times are subject to change.

The ORIGIN fax number is (512) 795-8014. The Origin BBS can be reached at (512) 346-2BBS (2227) at 8 bit, no parity, 1 stop bit.

Or write to: Origin Customer Service
5918 West Courtyard Drive
Austin, TX 78730

On-line Services and Bulletin Boards

Many popular online services provide access to ORIGIN company news, product updates, technical support and game hints. In addition, ORIGIN has established its own electronic bulletin board as a customer service.

America Online: You can E-Mail Customer Support at ORIGIN CS or Marketing at OSI. To reach our Customer Support board in the Industry Connection, press CTRL + K for "Go to Keyword." Then type ORIGIN in the Keyword window. In addition to reading messages, you can download files from the Origin Software Library. For membership information and a free starter kit, you can call America Online toll-free at 1-800-827-6364.

CompuServe: To reach our Customer Support board in the Game Publishers Forum, type GO GAMAPUB at any "!" prompt. Then select the Origin Section (Section 12). In addition to reading the messages, you can download files from the "Library Files" menu. To reach our Customer Service department by E-Mail, our address is 76004,2612 (or you can post a message in the Origin Game Publishers' Section). For membership information and a free starter kit, you can call CompuServe toll-free at 1-800-848-8199 and ask Representative #361 for your free introductory membership and \$15 usage credit.

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Internet: You can E-Mail technical support and upgrade questions to ORIGIN Customer Support at support@origin.ea.com. You can reach the ORIGIN Marketing Department at Marketing@origin.ea.com. You can also retrieve demos, patches, press releases and screen shots from ORIGIN's anonymous FTP site at ftp.ea.com.

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
C.E.O.

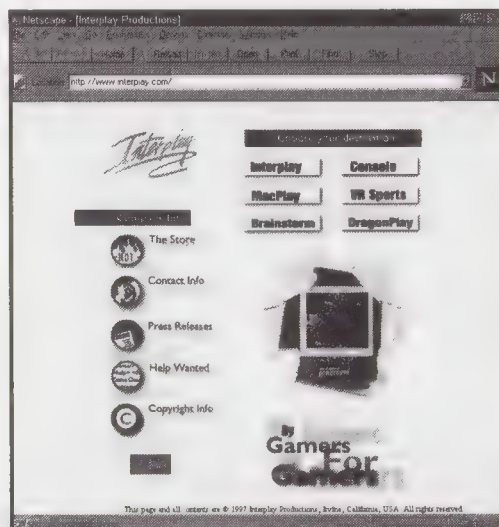
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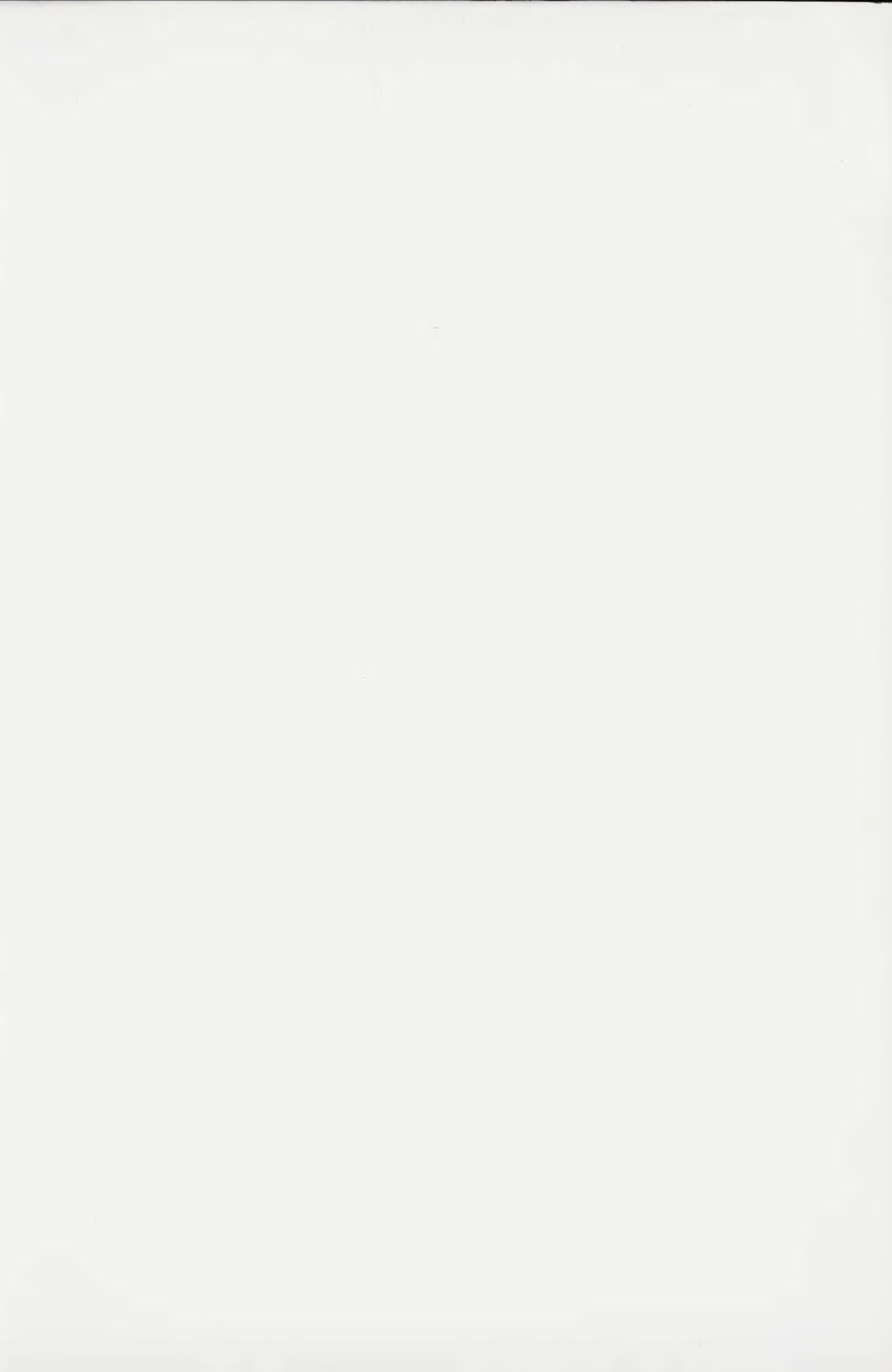
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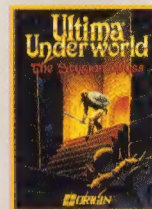
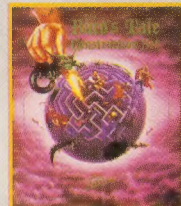
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Notes



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